

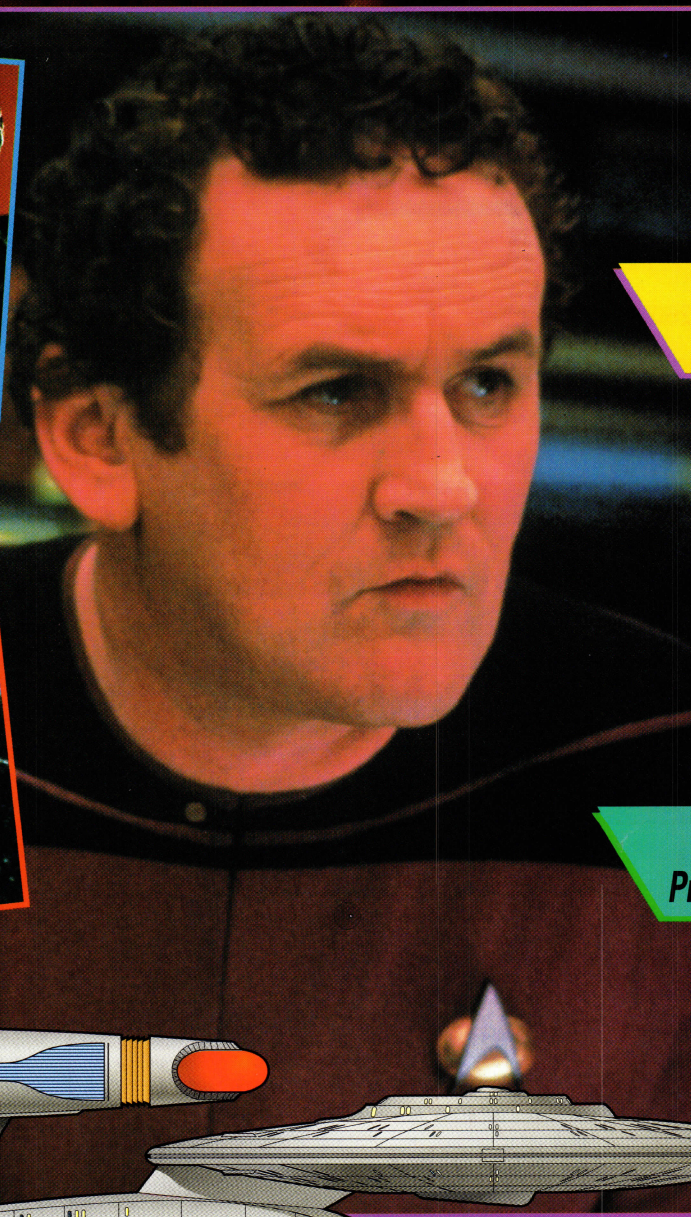


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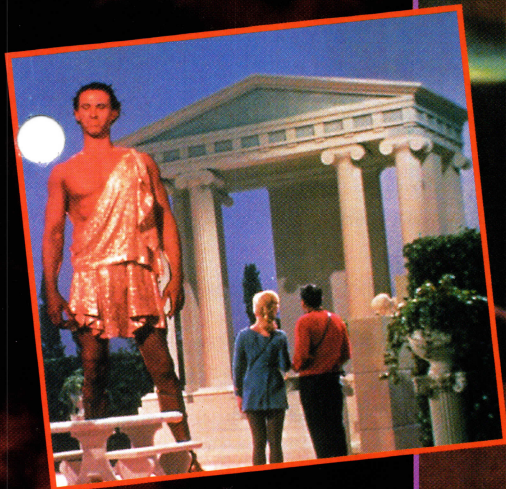
THE OFFICIAL STAR TREK[®] FACT FILES 109



Koon-ut-kal-if-fee
Vulcan marriage rituals



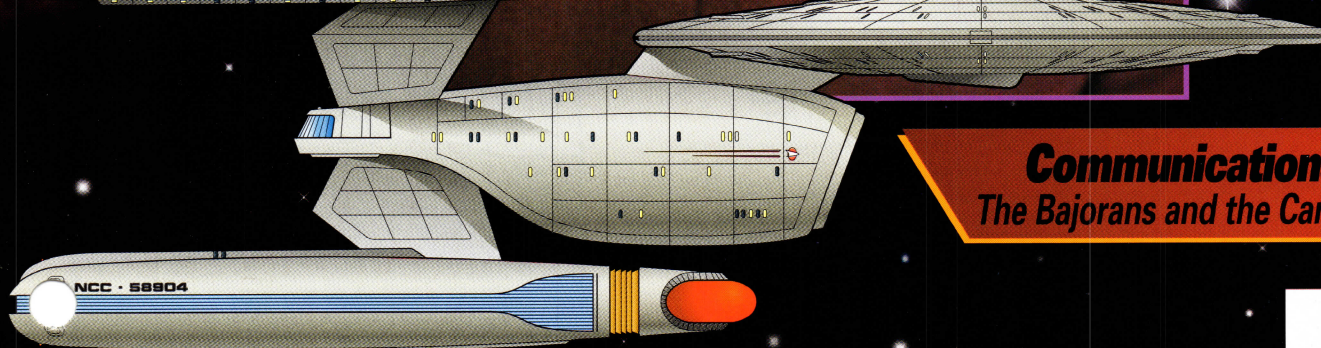
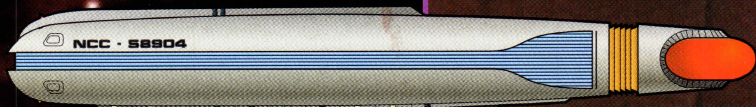
Chief Miles O'Brien
Before the U.S.S. ENTERPRISE



Playthings of Trelane
Prisoner of the Squire of Gothos



Apollo's Temple
Home to a forgotten god



Communications Relay Station
The Bajorans and the Cardassians collaborate

THE U.S.S. PRINCETON NCC-58904
Detailed plans of a tragic ship

ISSN 1364-3983



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THE OFFICIAL STAR TREK[®] FACT FILES



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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 6C



CHARTING
THE GALAXY

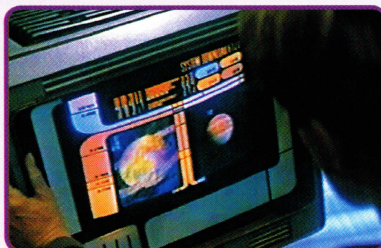
DELTA QUADRANT

UNNAMED PLANET

CLASS-M PLANET

Lt. Tom Paris and Captain Janeway are found near the equator of the deserted fourth planet of an uninhabited star system, in a jungle-type environment, after traveling in excess of **Warp 10** in the *Shuttlecraft Cochrane*. They have mutated into new life forms; the **transwarp** velocity caused their cellular DNA to alter, in effect accelerating the evolutionary process. They end up resembling amphibians, and, having landed on this unnamed planet, they mate, and produce offspring that show reptilian and fishlike characteristics. This new species remains on the planet after the **Starfleet** officers are retrieved and reverted back to their previous appearance.

FIRST VISITED: STARDATE 49373
STARSHIP LOG: 'THRESHOLD'



▲ The *COCHRANE*'s advanced sensors help the crew of the *U.S.S. VOYAGER* to chart yet more new Delta Quadrant planets.



▲ The offspring of the mutated Lt. Paris and Captain Janeway may well continue to prosper on this deserted and remote planet.

RAKOSA V

CLASS-M PLANET

This **Class-M** planet, which supports more than two million inhabitants, comes under threat by a deadly **Cardassian** missile – known as the *Dreadnought* – that has somehow made its way from the **Alpha Quadrant**. The guidance system of this weapon has malfunctioned, and it mistakes the **Delta Quadrant** planet Rakosa V for **Aschelan V**, a **Cardassian** fuel depot. **Captain Janeway** informs **First Minister Kellan** of the threat, and he dispatches several *Rakosan Fighters* in an unsuccessful attempt to intercept it. Luckily, **B'Elanna Torres** manages to destroy the *Dreadnought* before it reaches the highly populated world.

FIRST VISITED: STARDATE 49447
STARSHIP LOG: 'DREADNOUGHT'

▲ The people of Rakosa V need the help of the *U.S.S. VOYAGER* to destroy a rogue **Cardassian** missile.



HEMIKEK

CLASS-M PLANET

The planet Hemikek is in a yellow dwarf system. It is rich in minerals, and is owned by a nonaggressive consortium. A traitorous *U.S.S. Voyager NCC-74656* crewman, **Jonas**, who is in secret contact with **Seska** and working for the **Kazon**, is told to sabotage *Voyager*'s warp coils when the ship is near **Hemikek**; the starship will be forced to stop there, and the **Kazon** will be waiting in ambush. **Captain Janeway** and **Tuvok** attempt to flush out the traitor using **Lt. Paris** as a decoy, and this succeeds in foiling Jonas's plan.

FIRST VISITED: STARDATE 49485
STARSHIP LOG: 'INVESTIGATIONS'



▲ The traitorous Jonas plans to force the *U.S.S. VOYAGER* to land on Hemikek, where an ambush has been set by **Seska** and her **Kazon** cohorts.

DRAYAN II

CLASS-M PLANET

Drayan II is a **Class-M** planet, with an advanced humanoid population. **Lt. Tuvok**'s shuttle crashes on one of the planet's moons; it is rocky and sandy, but also has lush, green vegetation, indicating plentiful rainfall. The atmosphere is turbulent.

The **Drayan** life cycle is the reverse of most species – they are born in an adult state, and proceed to grow 'younger' as they get older. About three generations prior to the *U.S.S. Voyager*'s visit, this unusual society shifted away from reliance on technology, and became isolationists.

FIRST VISITED: STARDATE 49504
STARSHIP LOG: 'INNOCENCE'



▲ The **Drayans** reach a physical state normally associated with childhood toward the end of their lives. When this occurs, they travel to their planet's moon to die.



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 6C



CHARTING
THE GALAXY

DELTA QUADRANT

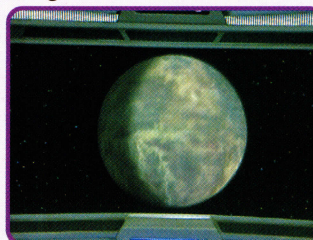
KOHL HOMEWORLD

CLASS-M PLANET

This planet once had a population of more than 400,000, and was once an important stop on a major trade route that passed through this part of the **Delta Quadrant**. In 2353, however, a solar flare in the Kohl system caused major changes in the weather system. The planet suffered an ice age, and the surface became covered in glaciers. Five members of the population placed themselves in hibernation pods 2.3 kilometers below the surface, and instructed the computer to revive them in 2368, when the worst had passed. The **U.S.S. Voyager NCC-74656** encounters the survivors 19 years after they began hibernating; the computer has failed to wake them. **Captain Janeway** has the five hibernation pods beamed aboard, but the three survivors cannot be safely disconnected from the computer. **Ensign Kim** and **B'Elanna Torres** use the spare pods to enter the hibernation scenario, and are eventually able to rescue the Kohl. Once revived, they are grateful for the opportunity to rebuild and repopulate their homeland.

FIRST VISITED: UNRECORDED
STARSHIP LOG: 'THE THAW'

▶ *The sinister Clown keeps the slumbering Kohl survivors captive in a nightmare scenario.*



▶ *The planet Kohl was once an important stop on a trade route, but a solar flare caused the thriving world to enter an ice age.*

UNNAMED PLANET

CLASS-M PLANET

An away team beams down to this planet to collect samples of an orchid that might prove to be a useful nutritional supplement. The planet is lush and green, with verdant plant life, although there is no sign of fauna. When **Neelix** and **Tuvok** transport back, the alien orchid's enzymes lead to a process known as symbiogenesis – the amalgamation of two species into one.

▶ *Tuvok and Neelix beam down to collect samples of an orchid, and beam up as one person.*



FIRST VISITED: STARDATE 49655 **STARSHIP LOG:** 'TUVIX'

NEW EARTH

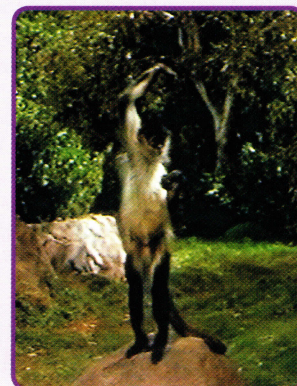
CLASS-M PLANET

Captain Janeway and **Chakotay** are stranded on this planet when they are infected by a virus carried by insects. The world is mountainous and lush, with wooded areas and abundant plant life. It appears to harbor no other sentient life forms, but there are animals, including birds, and small, primate-like mammals, similar to species found on Earth.

The stranded officers find everything they need to survive, including a plentiful supply of water from the nearby rivers. The captain even attempts to grow her own **Talaxian** tomatoes. 'New Earth,' as it is christened by the two **Starfleet** officers, experiences severe plasma storms, but otherwise appears to have a mild climate. Janeway and Chakotay leave when a cure is obtained from a **Vidiian**.

▶ *New Earth is aptly named; it boasts emerald scenery, blue skies, and changeable weather. The fauna includes small primates.*

FIRST VISITED: STARDATE 49690
STARSHIP LOG: 'RESOLUTIONS'

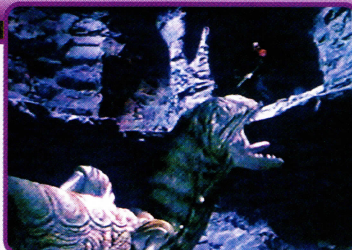


HANON IV

CLASS-M PLANET

The **Kazon** strand the crew of the **U.S.S. Voyager NCC-74656** on an extremely inhospitable planet after hijacking their starship. The surface is barren and dry, with regular volcanic eruptions. It is very hot during the day, and extremely cold at night. There are several life forms indigenous to the planet, including primitive humanoids who bear a resemblance to those found on Earth during the Pliocene era, and **land eels**, ferocious creatures that inhabit the network of caves. There appears to be just enough food to be found to sustain the various life forms.

FIRST VISITED: UNRECORDED
STARSHIP LOG: 'BASICS', PARTS I & II



▶ *Hanon IV is also home to ferocious land eels, which dwell in the planet's caves. They are carnivorous, as VOYAGER's unfortunate Mr. Hogan finds out.*

▶ *The Hanon IV protohumanoids are aggressive, territorial, and have only basic technology.*





STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4

CARD 25A

APOLLO'S TEMPLE



STAR SYSTEMS

A being who claims to be the Greek god Apollo lives in a splendid temple on the planet **Pollux IV**. The building is architecturally and historically accurate, and serves a dual purpose: it celebrates the glory of the gods, and houses the source of Apollo's telekinetic power.

On **Pollux IV**, a landing party from the **U.S.S. Enterprise NCC-1701** that includes the ship's commander, **Captain James T. Kirk**, comes face to face with a being who claims to be Apollo, a god worshipped by the ancient Greeks of Earth.

Apollo has created a temple for himself on the planet's surface. It may not be as ornate as some of those which bear his name on Earth, but it is nonetheless impressive. The temple is set in an area of arboreal wilderness, and is situated in a rectangular clearing, dotted with bushes and rocks. Fronting the temple itself is a courtyard made from the same stone as the rest of the building.

Reminders of ancient Greece

The temple is filled with many items that would not have looked out of place in the temples of ancient Greece. Several Greek urns, filled with growing plants, are dotted around. To each side of the open area are two large blocks, with alcoves featuring statues of women in classical Greek clothing. These may be representations of Apollo's mother, Leto, or of his traditional servants, the muses. In the middle of the courtyard

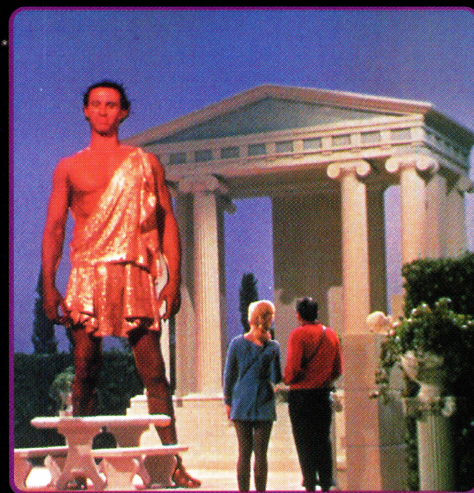
is an ornate stone table, and two small stone benches. An earthenware bowl, filled with Earth fruits, sits on the table.

The area is dominated by the temple proper, which rests on a raised platform; it has a shallow, triangular roof, supported by a series of Doric columns. Facing the courtyard is Apollo's throne, a simple affair, similar to the benches below. His golden lyre rests next to it.

Source of power

Captain Kirk discovers that the temple houses a radiating energy source; Apollo uses this to create his apparent telekinetic abilities. When the god demands that Kirk and the *Enterprise* crew capitulate to his will, **First Officer Spock** destroys the temple with the ship's **phasers**. The distraught Apollo then follows the example of his forebears, and disperses his physical form "to the wind", accepting that the days when he will be worshipped as god are over.

▶ **Apollo welcomes the landing party from the ENTERPRISE to his domain. He wants the crew to abandon their Starfleet service and settle on Pollux IV, where they can worship their new master.**



▶ **Apollo stages an impressive display of his telekinetic powers for the benefit of the U.S.S. ENTERPRISE crew. His godlike abilities are actually powered by a generator concealed in his temple.**



LIVING LEGEND

The gods themselves

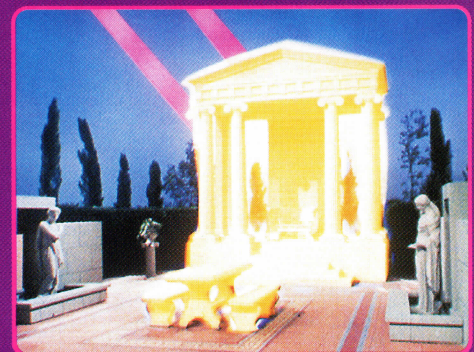
Apollo was one of the many gods in the religious pantheon of Earth's ancient Greeks. He and his twin, Artemis, were born of a love affair between their father, Zeus, master of the gods, and the goddess Leto. Among his exploits was a battle with the fearsome dragon Python, whom Apollo slew and then replaced at the Oracle at Delphi.

The Greeks described Apollo as the god of prophecy; he was also the patron of medicine, healing, poetry, and music, and the leader of the muses. Captain Kirk theorizes that Apollo is indeed the being spoken of in old Earth legends, and that he and his fellows were space travelers. Their advanced technology was seen by the primitive Greeks as godlike power.



▶ **The destruction of the temple on Pollux IV causes great distress to Apollo. The god decides to join his fellow ancient deities, out in the cosmos.**

▶ **Apollo refuses to release the U.S.S. ENTERPRISE NCC-1701 from the grasp of a giant, green hand he has telekinetically summoned into existence above Pollux IV. Mr. Spock is left with no choice but to train the ship's phasers on Apollo's temple.**





STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4

CARD 25A

APOLLO'S TEMPLE



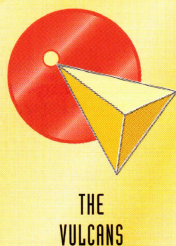
STAR SYSTEMS

Apollo's temple houses the radiating energy source that powers his telekinetic abilities.

To the left and right of the temple stand small alcoves. They are decorated with statues of women in classical clothing, perhaps representing Apollo's mother, Leto, or his servants, the muses.

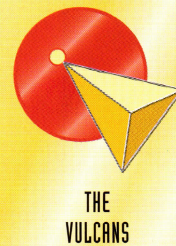
In front of Apollo's temple is a courtyard area, which is made of the same stone as the rest of the building.





The Guide to the STAR TREK Galaxy

FILE 8 CARD 10A



KOON-UT-KAL-IF-FEE

The Vulcans are renowned throughout the Federation for their logic and self control, but few outsiders realize the price the race must pay for repressing all emotion.

Koon-ut-kal-if-fee is the traditional Vulcan wedding ritual. The word translates as "marriage or challenge," and is essentially a partnership arranged by parents for their offspring.

The ceremony is the renewal of vows first taken when the participants are approximately seven years old. During that earlier ritual – which is considered less than a marriage, but more than a betrothal – the boy

and girl touch one another in order to experience each other's thoughts. In this way, they lock minds, so that at the proper time, both are driven to complete the Koon-ut-kal-if-fee.

Other races are generally forbidden from observing or participating in this private

Unlike the males, female Vulcans do not seem to be affected by Pon farr. They seem to partake in the Koon-ut-kal-if-fee simply for the sake of tradition.

Every seven years, Vulcan males are stricken by a blood fever that overcomes their logic and drives them temporarily insane. Tradition and biological necessity require that they return home to mate or fight to the death in ritual challenge, in order to purge the madness. Little is known about the ceremony, as Vulcans do not discuss private matters with outsiders.



The Vulcan female has the right to reject her mate, and can choose a champion to oppose him.



ceremony. The groom, however, traditionally reserves the right to be accompanied by his closest friends during the proceedings, and, in rare instances, these have included off-worlders. On occasion, Vulcans have also mated with members of other races, including humans.

The ceremony begins

The Koon-ut-kal-if-fee traditionally takes place on land held by the family of the Vulcan male. The ceremony is presided over by an officiant, who may be a high-ranking Vulcan dignitary, depending on the relative social status of the families involved. At any point during the ceremony, the officiant may call a halt to the proceedings by calling out the word "kroyka."

The ritual begins when the groom summons the marriage party by banging a six-sided gong. This shape is repeated in **bell trees**, carried by certain members

of the wedding procession. The party arrives on foot, dressed in formal finery. Alongside the bride, attendants, and officiant, also comes an executioner.

Bride's champion

In a typical ceremony, the bride and groom renew the vows they took as children, and presumably retreat to a private location to consummate their vows. The bride has the right, however, to halt the proceedings and declare "Kal-if-fee," or "challenge." This happens when the bride does not wish to mate with her arranged husband.

She names a champion by speaking the traditional words: "As it was in the dawn of our days, as it is today, as it will be for all tomorrows, I make my choice." The individual she chooses must then fight for her. Non-Vulcans are eligible to be chosen as champions, but they are not bound by Vulcan law, and as such may decline.

CHILDHOOD BONDING

Future promise

The Koon-ut-kal-if-fee is the culmination of a ritual performed between Vulcan children when they are around seven years of age. Two families will arrange for their offspring to be bonded, and the children touch to sense each other's thoughts.


From this point, their minds are linked, and they become constantly aware of each other's presence in the back of their minds. At the appropriate time – such as when the male experiences his first Pon farr – the couple will be compelled to come together, and finalize their vows of marriage.





Vulcan children are bonded together at a very young age, in a ritual that creates a special link between them. The meld ensures that they remain subconsciously aware of one another at all times.





VULCAN FACTS

 The Vulcan marriage proposal is called the Koon-ut-so'lik.

 During Pon farr, the normally stoic Vulcans experience complete emotional abandon.

 Spock is only half-Vulcan, but his Vulcan upbringing meant that he was betrothed during his childhood. His mate eventually chose to marry another, but there is no indication that this had anything to do with his mixed heritage.

 It is not known if mixed marriages follow the Koon-ut-kal-if fee ceremony.

 The raw emotion and potential savagery involved in the Koon-ut-kal-if-fee are disguised by ritualistic actions such as the ringing of tiny silver bells.



THE
VULCANS


The Guide to the STAR TREK Galaxy

FILE 8 CARD 10A

KOON-UT-KAL-IF-FEE



THE
VULCANS

 The male loses emotional control in the Pon farr that usually precedes the Koon-ut-kal-if-fee, but the logic of the female Vulcan remains coldly intact.


The female agrees to become the bride of the winner. On rare occasions, she herself may fight for her freedom.

In the distant past, Vulcans fought for their mates, and the Kal-if-fee harks back to this old custom. Tradition states that this combat is to the death, but it has been shown that the fighting

itself is enough to purge the blood fever.

Prior to the combat, a purple sash is tied about the waist of the challenged Vulcan male. The battle is fought with at least two traditional Vulcan hand weapons. The first is the **lirpa**, a long-shafted weapon with a sharp, crescent-shaped blade at one end, and a large



 T'Pol presides over the wedding ceremonies of Vulcan's highest families.

bludgeon on the other.


If both fighters survive the lirpa, combat continues with the **ahn-woon**, a long leather strap that is weighted at the ends. It can be used like the earth bolo to trip an opponent, and also to strangle or whip. It is not known what follows if both contestants survive the ahn-woon. The executioner is only called into play if either combatant exhibits cowardice.

FIGHT TO THE DEATH


Blood lust satisfied


In 2267, Spock is struck by the Pon farr. The chief medical officer of the U.S.S. Enterprise NCC-1701, Dr. McCoy, diagnoses a life-threatening condition, and Spock confides the terrible Vulcan shame of the Pon farr to his captain.

Kirk and McCoy accompany Spock to Vulcan, and are honored to stand by their fellow officer and friend at this sacred and secret Vulcan ritual. The Koon-ut-kal-if-fee ceremony takes an unexpected turn when Spock's future wife, T'Pol, chooses the ritual challenge, with Kirk as her champion. During the combat, McCoy pretends to inject Kirk with a triox compound, but it is actually a neuromuscularizer which simulates death. Spock believes he has killed the captain, and the contest is declared over.


 The combat begins with a lethal Vulcan weapon, the **lirpa**, which consists of a curved blade at one end and a heavy bludgeon at the other.



 While enduring the **Plak-tow**, or blood fever, Spock is oblivious to all people and events that surround him.

 Once the challenge begins, there is usually only one way the combat can end: in the death of one of the participants.



 Using the **ahn-woon**, Spock succeeds in defeating his opponent, Captain Kirk.



Logic restored

Once mating has occurred, or ritual combat has expunged the blood fever, the rule of logic is restored in the male Vulcan.

It has been theorized that Vulcans suffer this periodic madness as a result of living lives of such strict logic and reason. This may be why they shield such an emotional and private experience with elaborate ritual and tradition. Along with the **Pon farr**, Koon-ut-kal-if-fee is one of the defining experiences of what it means to be a Vulcan, and a benchmark in their logical lives.



U.S.S. ENTERPRISE NCC-1701

PERSONNEL

CREW UNDER CAPTAIN KIRK: 2260'S

GREEN

Crewman Green of the *U.S.S. Enterprise NCC-1701* is killed by the M-113 creature while part of the landing party to Planet M-

113. Green's death is not discovered until some hours after his murder, as the M-113 creature

▶ *The M-113 creature kills Crewman Green and takes his place on the U.S.S. ENTERPRISE. The shapeshifter's true identity is soon revealed, however; it can perfectly mimic Green's appearance, but it cannot duplicate his personality.*

shapeshifts to assume his form, and beams back to the starship to find more victims. The strange behavior of 'Green' is noted by Yeoman Rand, who tells Lt. Sulu that he has been behaving "kind of creepy," and following her around the ship.



NAME: GREEN

RANK: CREWMAN

FIRST SEEN: 2266

STARSHIP LOG: 'THE MAN TRAP'

HADLEY

Lt. Hadley is on bridge duty at the communications station when his captain and first officer beam down to the planet *lotia*; the planet was previously visited by the *U.S.S. Horizon NCC-176*, whose crew contaminated the native culture. **Commander Scott** is left in command of the ship, but he is puzzled by the early 20th-century Earth language mimicked by the *lotians*. Scott asks Hadley to check the computer language banks to find out the meaning of the archaic term 'heater.'

▶ *Hadley is assigned the difficult task of translating the lotian slang for Scotty.*

NAME: HADLEY

RANK: LIEUTENANT

FIRST SEEN: 2268

STARSHIP LOG: 'A PIECE OF THE ACTION'



HAINES

Ensign Haines is on duty at the navigation station on the bridge during the search for a missing landing party comprising **Captain Kirk**, **Uhura**, and **Chekov**, who would normally be on bridge duty as navigator. It turns out that they have been abducted by the **Gamesters of Triskelion**.

NAME: HAINES

RANK: ENSIGN

FIRST SEEN: 2267

STARSHIP LOG: 'THE GAMESTERS OF TRISKELION'



▶ *Ensign Haines remains calm as she carries out a thorough search, along with the rest of the bridge crew, for the missing Captain James T. Kirk and his landing party.*

HANSON



Lt. Hanson happens to be on duty during two separate incidents, both of which lead to the court-martial of a superior officer. The first involves **Captain Kirk**; on **Stardate 2947**, Kirk becomes

▶ *Hanson is on the bridge when his captain allegedly causes the death of Ben Finney.*

the first starship captain to be court-martialed, over the death of one of his crew. The second trial is held for **First Officer Spock**, and sees the **Vulcan** court-martialed for stealing the *U.S.S. Enterprise NCC-1701* on **Stardate 3012**, in order to return his former captain, **Christopher Pike**, to **Talos IV**.

NAME: HANSON

RANK: LIEUTENANT

FIRST SEEN: 2267

STARSHIP LOG: 'COURT MARTIAL', 'THE MENAGERIE'

HARPER

The *U.S.S. Enterprise NCC-1701* is chosen, in 2268, as the vessel to test the brilliant **Dr. Daystrom's** latest invention, the **M-5 multitronic unit**. **Ensign Harper** is one of the 20 crewmen chosen to stay on board during the trials. When the M-5 multitronic unit achieves a form of

sentience, and tries to take over the *Enterprise* by connecting itself to the ship's power source, in order to gain virtually unlimited fuel, Ensign Harper gets in the way, and is vaporized.

▶ *The unfortunate Ensign Harper is vaporized by the M-5 multitronic unit when the supercomputer decides to connect itself to the U.S.S. ENTERPRISE's energy source.*

NAME: HARPER

RANK: ENSIGN

FIRST SEEN: 2268

STARSHIP LOG: 'THE ULTIMATE COMPUTER'





CREW UNDER CAPTAIN KIRK: 2260'S

HENDORFF

NAME: HENDORFF

RANK: ENSIGN

FIRST SEEN: 2267

STARSHIP LOG: 'THE APPLE'

Ensign Hendorff is a security officer on board the *U.S.S. Enterprise NCC-1701*, and is assigned to the landing party that beams down to the planet **Gamma Trianguli VI**. Hendorff is killed by a poisonous plant on the planet's surface; it has been developed as a defense mechanism against intruders by the all-powerful computer, **Vaal**.



▶ When the *ENTERPRISE* sends a landing party to explore **Gamma Trianguli VI**, Ensign Hendorff is killed by the deadly plantlife grown by the computer **Vaal**.

JACKSON

NAME: JACKSON

RANK: CREWMAN

FIRST SEEN: 2267

STARSHIP LOG: 'CATSPAW'

A crew member aboard the *U.S.S. Enterprise NCC-1701*, Jackson is killed while on a landing party to **Pyrus VII**. His body, which already exhibits rigor mortis, is transported back to the *Enterprise*, whereupon the alien **Korob** projects a voice through the corpse. He sends a warning to the rest of the *Enterprise's* crew not to beam down to the planet's surface.



▶ Jackson is murdered by the mysterious **Korob** and **Sylvia**, who then use his body in an attempt to scare the *U.S.S. ENTERPRISE* crew away from their base on **Pyrus VII**.

JAEGER

NAME: JAEGER, HARL

RANK: LIEUTENANT

FIRST SEEN: 2267

STARSHIP LOG: 'THE SQUIRE OF GOTHOS'

Lt. Jaeger is assigned to the *U.S.S. Enterprise NCC-1701* to serve in the science department as a geologist. In 2267, he accompanies a landing party to **Gothos**, where the *Enterprise* crew members are held prisoner by the playful, and seemingly all-powerful, alien being **Trelane**.

▶ Jaeger and Dr. McCoy are part of the landing party that beams down to **Gothos** to search for Captain Kirk and Lt. Sulu, who were abducted from the bridge.



JOHNSON

NAME: JOHNSON

RANK: LIEUTENANT

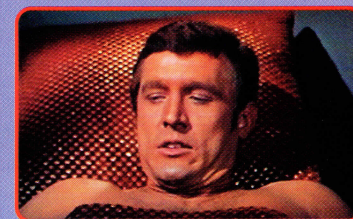
FIRST SEEN: 2268

STARSHIP LOG: 'DAY OF THE DOVE'

Johnson is a security officer on the *U.S.S. Enterprise NCC-1701*, and is injured while fighting a group of escaped **Klingons** on board the starship in 2268. The *Enterprise* crew and the Klingons are actually being induced to fight by the **Beta XII** entity, which

feeds on the hate and violence. Johnson's critical wounds heal miraculously, so that he can continue to feed the alien being with negative emotion.

▶ Lt. Johnson is filled with hate and bloodlust by the **Beta XII** entity.



JORDAN

Ensign Jordan is on duty in the auxiliary control room when an android, **Norman**, comes on board the *U.S.S. Enterprise NCC-1701*. He is rendered unconscious when Norman commandeers the ship.

NAME: JORDAN

RANK: ENSIGN

FIRST SEEN: 2267

STARSHIP LOG: 'I, MUDD'

▶ Ensign Jordan is struck down by the android **Norman**, who is sent to redirect the *U.S.S. ENTERPRISE* to the planet **Mudd**. Captain Kirk sends security to auxiliary control when Johnson fails to respond to his hails.



JOSEPHS

In 2268, the *U.S.S. Enterprise NCC-1701* is given a mission to transport a delegation of ambassadors to a diplomatic conference on the planet **Babel**. During the journey, **Tellarite Ambassador Gav** is murdered. His body is then found by Lt. **Josephs**, hanging upside down in a **Jefferies tube** on Deck 11.

NAME: JOSEPHS

RANK: LIEUTENANT

FIRST SEEN: 2268

STARSHIP LOG: 'JOURNEY TO BABEL'

▶ Josephs finds the body of the **Tellarite** ambassador, **Gav**, hanging in a **Jefferies tube**. His neck was broken by a **Vulcan** technique called the **tal-shaya**, placing the **Vulcan Ambassador Sarek** under suspicion.



Bajoran/Cardassian Subspace Relay

Maintaining stable communications over vast distances remains a problem for the **Federation** in the 24th century. The modification of a subspace relay finally allows for clear contact between quadrants.

Subspace relay stations are positioned in a vast network along the length and breadth of the **Alpha Quadrant**, facilitating communication between distant worlds and starships. There are limits, however; even though subspace radio signals travel at speeds approximating **Warp 9.9997**, the time delay and signal degradation that would occur in a transmission to the **Gamma Quadrant**, for example, makes communication between each end of the **Bajoran wormhole** impossible.

In order to get around this problem, attempts are made in the year 2371 to utilize a subspace relay platform 70000 light years away, in the **Idran system**, at the Gamma Quadrant end of the wormhole. The purpose of the relay is to enable Gamma Quadrant colonies, such as **New Bajor**, and starships on missions through the wormhole, to communicate with the Alpha Quadrant directly through the wormhole, and also to act as early warning of an invasion by **Domion** forces.

Modifying the relay

The problem is that the wormhole remains closed unless a vessel is traveling through it. Even when open, the intense electromagnetic interference generated within render subspace signals unintelligible. **Starfleet** transceivers have a variance of less than 0.1 percent, and the relay platform must therefore be modified.

On **Stardate 48543**, three members of the **Cardassian Ministry of Science** – **Gilora Rejal**, **Ulani Belor**, and **Dejar** – assist in the relay platform project. A long, complex series of modulated **graviton pulses** are transmitted to test the system's integrity, and to determine which will best penetrate the wormhole's background signal interference.

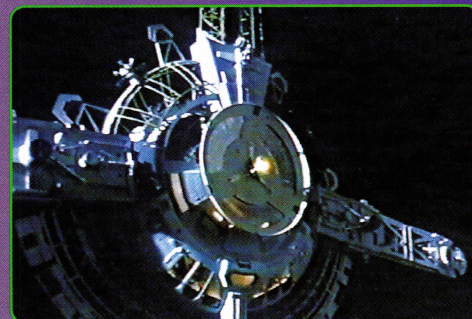
The subspace relay station itself is a complex mechanism, with a disk-shaped central body, and three lengthy antenna arms protruding at 90 degree angles from the upper face and sides. The relay platform uses the same components that are often found on science stations and stellar observatories.

Design elements

The main structure of the relay platform is dominated by a parabolic transceiver dish, which houses the **primary emitter array**; when activated, this emitter sends out a test signal that manifests as a glowing yellow beam of energy. The majority of the platform's instrumentation and primary systems are located within the disk-shaped hull; components likely to be found within include the main and secondary subspace communications gear and couplings modules, as well as data storage units, a computer system to handle signal routing and processing, and a power source. A series of thruster units helps the relay platform to maintain its position in the Idran system, at the far side of the wormhole.

Dejar, a member of the Cardassian secret service, the **Obsidian Order**, is instructed to sabotage the platform, but her covert actions end up diverting a **silithium-rich** comet into the mouth of the wormhole. The combined scientific team attempt to avert a catastrophic chain reaction between the silithium elements in the comet and the wormhole, but some silithium does manage to leak out.

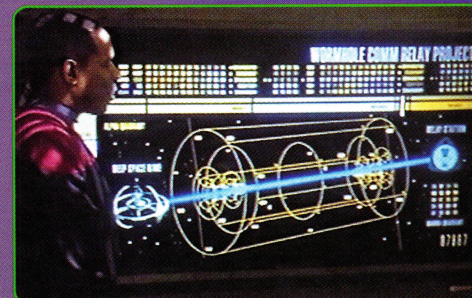
This actually has a fortuitous side effect: the comet creates a permanent subspace filament along the length of the wormhole. The presence of this filament means that the relay has a 'channel' through which to send its signals – an open window through the wormhole.



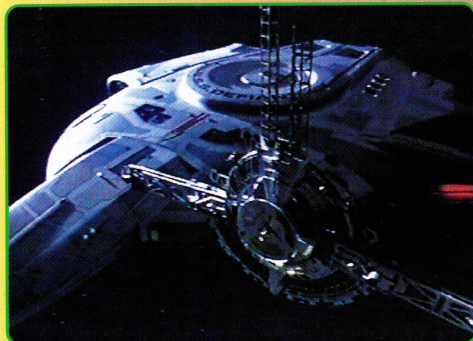
▲ A subspace relay platform is put in place at the Gamma Quadrant end of the wormhole, some 70000 light years from **DEEP SPACE NINE**.



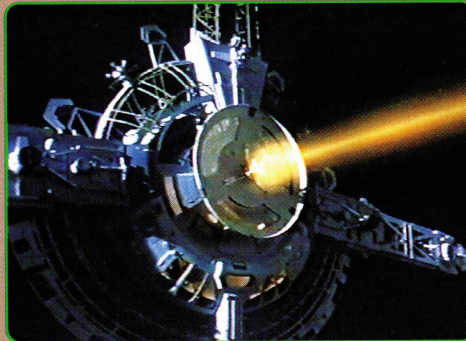
▲ In an unprecedented group effort, Federation, Cardassian, and Bajoran scientists work together to modify the subspace relay for the experiment.



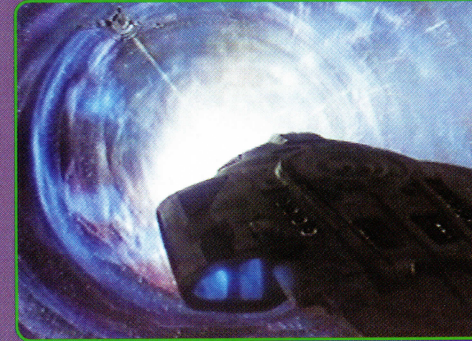
▲ Commander Benjamin Sisko approves the plans drawn up by the scientists for the wormhole project, ignoring the protests of a renegade Bajoran vedek.



▲ Traveling in the **U.S.S. DEFIANT NX-74205**, Miles O'Brien and Gilora Rejal bring the subspace relay modifications up to Starfleet technical specifications.



▲ A series of modulated graviton pulses are transmitted through the relay, in order to determine which kind will best penetrate the background interference.



▲ The activation of the relay causes the wormhole to open unexpectedly, buffeting the **U.S.S. DEFIANT NX-74205**, and pulling in a silithium-rich comet.

Bajoran/Cardassian Subspace Relay

BAJORAN/CARDASSIAN SUBSPACE RELAY

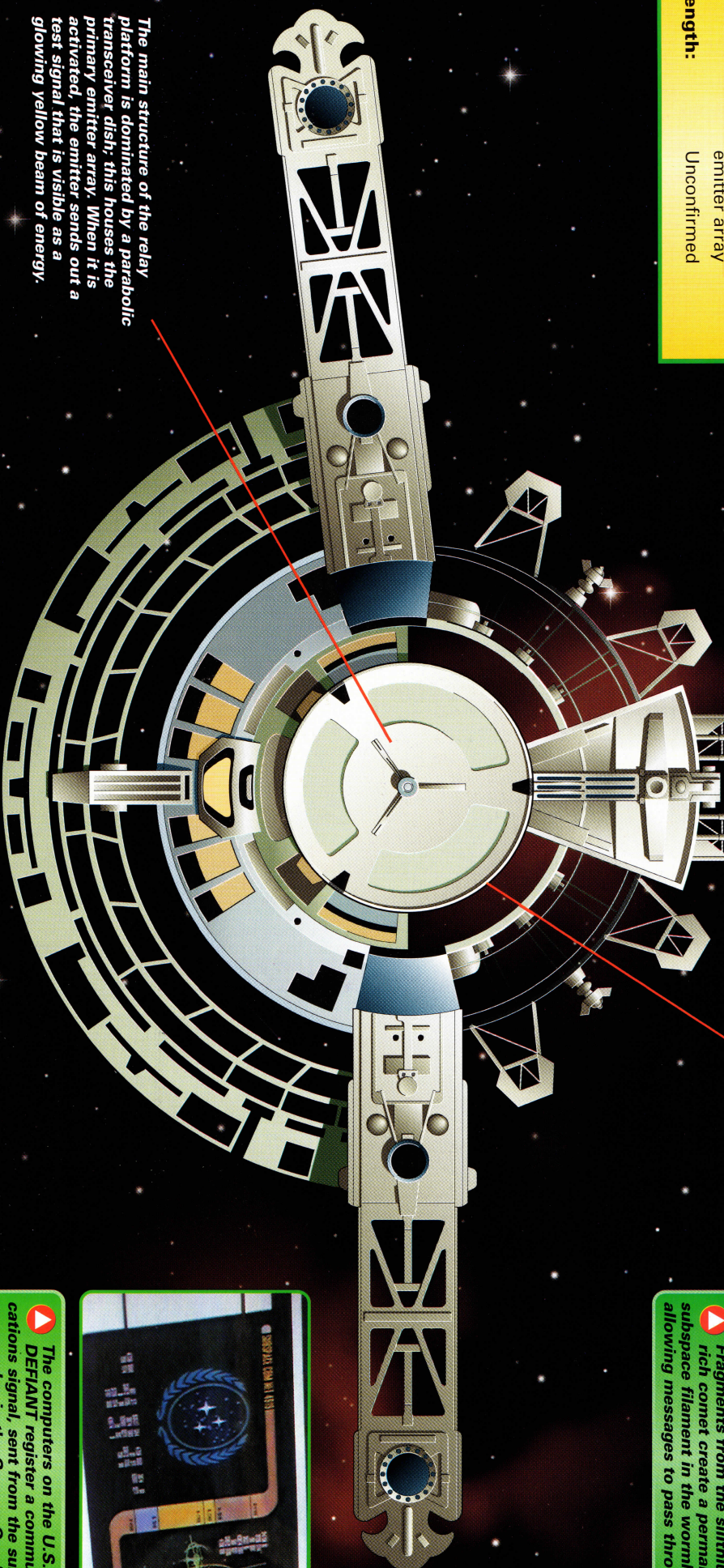
First Recorded: Stardate 48543
Type: Communications signaling device
Crew: Unmanned
Features: Parabolic transceiver dish, housing primary emitter array
Length: Unconfirmed

The subspace relay's disk-shaped hull also houses the majority of the platform's instrumentation and systems. Among the components are coupling modules, data storage units, signal routing and processing, power sources, and thruster units.



▶ Fragments from the silithium-rich comet create a permanent subspace filament in the wormhole, allowing messages to pass through.

The main structure of the relay platform is dominated by a parabolic transceiver dish; this houses the primary emitter array. When it is activated, the emitter sends out a test signal that is visible as a glowing yellow beam of energy.



▶ The computers on the U.S.S. **DEFIANT** register a communications signal, sent from the subspace relay in the Gamma Quadrant.

Miles O'Brien: Early Life & Career

Miles O'Brien, proud Irishman and chief of operations on *Deep Space Nine*, first served with Starfleet aboard the *U.S.S. Rutledge NCC-57295*. This posting had a considerable influence on O'Brien's character and outlook.

Miles O'Brien, chief of operations on the Federation-run station *Deep Space Nine*, is an accomplished engineer, and a loving husband and father. There is more to the career of this hard-working Irishman, however, than his service aboard *Deep Space Nine*. His previous experience aboard the *U.S.S. Enterprise NCC-1701-D*, where he was transporter chief under the command of Captain Picard, for five years, and his sometimes turbulent history prior to this, provides a telling insight into the man.

Young O'Brien

Born Miles Edward O'Brien in Dublin, Earth, during the September of 2328, he was brought up, along with his two brothers, by his father, **Michael O'Brien**, and his mother. He is a great traditionalist, and can trace his lineage back to the medieval king Brian Boru, and, much later, the American labor martyr

Sean Aloysius O'Brien, who was killed in 1902, during an anthracite strike in Pennsylvania.

Young Miles would occasionally get a disciplinary swat around the head from his father, but his early years were happy ones. Peaceful by nature, the young Miles would worry if he had to kill a mosquito, and kept an attention-seeking puppy for some time.

Aptitude and attitude

O'Brien's educational records were far from impressive. He scored in the lower third of his age group for mechanical aptitude, something surely not helped by his habit of giving substitute teachers a hard time. Nevertheless, he enjoyed building model **subspace transceivers** at home, and ships in bottles.

Miles particularly enjoyed his mother's cooking. She refused to use **replicators**, believing 'real' food to be more nutritious, and insisted on preparing real meat herself. O'Brien enjoys creating such traditional meals

as muffins, oatmeal, and corned beef and eggs for breakfast, but his wife, **Keiko**, does not share his belief that potato casserole is "fit for kings."

Miles regards himself as a simple man with simple tastes, and nothing pleases him more than scalloped

potatoes, mutton shanks, oxtails, and cabbage, the aromas of which take him back to his childhood and prompt thoughts of his late, much-loved mother.

Unlike many of his colleagues, O'Brien enlisted in **Starfleet** as a non-commissioned officer, which meant

he was not trained and groomed for higher ranks. Instead, he would work his way up over the years through sheer hard work and aptitude – characteristics he demonstrates time and again.

As a young crewman on active duty, O'Brien's first

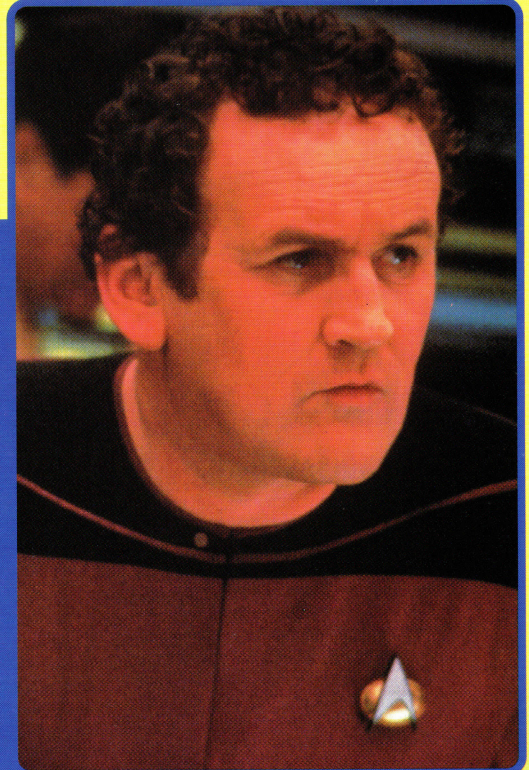
PROFILE OF AN OFFICER

PLACE OF BIRTH: Dublin, Ireland, on Earth. Young Miles grew up in a nuclear family with his mother, his father Michael, and his brothers.

SCHOOLDAYS: O'Brien showed little promise during his schooldays; his performances were below average.

FIRST POSTING: Crewman aboard the *U.S.S. Rutledge NCC-57295*.

REMARKS: Miles O'Brien joined Starfleet as an enlisted crewman. His technical knowledge and personal integrity have led to his rise through the ranks.



▲ Miles O'Brien has stayed true to the traditional values passed on to him by his parents, while he was growing up in Ireland. Throughout his distinguished Starfleet career, O'Brien considers himself to be a simple man with simple tastes, despite many extraordinary experiences.

RUTLEDGE REUNION



★ New posting

After the massacre at Setlik III, O'Brien joins the crew of the *U.S.S. ENTERPRISE* in 2364; he is initially part of the bridge crew.



★ Old friends

In the year 2367, Miles O'Brien is reunited with his first captain, Benjamin Maxwell, formerly of the starship *U.S.S. RUTLEDGE*.



★ Nostalgic duet

Remembering their fallen comrades from the *U.S.S. RUTLEDGE*, Maxwell and O'Brien sing 'The Minstrel Boy' together.

Miles O'Brien: Early Life & Career



★ No love lost

The events on *Setlik III* have made O'Brien suspicious of the Cardassians and their motives.

"O'Brien has the ability to size up a situation instantly, then come up with options to fit all contingencies. Remarkable." — Captain Maxwell to Captain Picard

major assignment was to the *U.S.S. Rutledge NCC-57295*, under the command of **Captain Benjamin Maxwell**. This period, more than any other, would have a lasting impact on O'Brien's character. Maxwell was a great influence on the young Miles; he was a charismatic, powerful, and intelligent captain, who inspired lifelong loyalty in his crew.

O'Brien was close to his shipmates; they would sing old Earth songs such as 'The Minstrel Boy,' a song about war and glory taught to them by O'Brien's friend, **Will Cable**, also known as 'Stompy.'



Maxwell shared a fondness for this song, and joins O'Brien in a rousing rendition of it many years later.

Events during the Federation-Cardassian war would deeply affect O'Brien, in particular the surprise attack on the *Setlik III* outpost in 2347. Believing it to be a staging post for invasion, a squad of Cardassian militia mounted a sneak raid, killing nearly 100 people, including Will Cable and Captain Maxwell's family.

O'Brien's first experience of transporters came at this point, when the *Rutledge* responded to the outpost's distress call, and he had to repair a bulky field transporter to prevent himself and 13 other Starfleet personnel from being taken prisoner. Prior to this escape, however, O'Brien witnessed the death and destruction wrought by the militia, and this instilled in him a mistrust of the Cardassians that he would never really shake, despite many further encounters with Cardassian military and civilian personnel.

Loss of innocence

The Cardassians were also responsible for a further loss of innocence in O'Brien: while he was protecting a group of women and children, two Cardassian soldiers burst in; he managed to stun one, but the other attacked him.

During the struggle, a woman threw him a **phaser** set to maximum, and O'Brien fired, incinerating his foe before his eyes.

This peaceful man now hated the Cardassians, not for who they were, but for what he had become because of them.

O'Brien was later promoted to tactical officer on the *Rutledge*. Captain Maxwell spoke highly of his ability to size up any situation instantly, and come up with options to fit all contingencies; O'Brien, in turn, felt that he learned all that

★ Drinking with the enemy

On the *U.S.S. ENTERPRISE*, O'Brien is forced to examine his hostility toward the Cardassians.

he knew from his captain.

In this new position, O'Brien's knowledge of ship systems and engineering expanded hugely, giving him a breadth of experience that would stand him in good stead in later life. After the war was over, and the threat of the Cardassians had diminished, O'Brien finally had time to come to terms with the horrors he had seen on *Setlik III*, the terrible things he had to do, and the remorse he felt over his actions.

Arachnophobia

Few things faze or scare Chief O'Brien, but he hates arachnids, describing them as "sickening, crawly little things." When called in to reroute an emitter array on *Zayra IV*, O'Brien discovered that the whole system was infested with **Talarian hook spiders**, the legs of which span more than half a meter. He had two choices: walk away and let the emitter blow up, or crawl into the **Jefferies tube** with 20 of the creatures, and carry on with his job.

He later admitted that it was the hardest thing he ever did, but Miles O'Brien crawled in and fixed the array. He was never quite so afraid of spiders after that – so much so that, when he nearly stepped on a **Lycosa tarantula** on *Titus IV*, he adopted the spider as a pet, naming her **Christina**.

The *Zayra IV* incident, more than anything, illuminates O'Brien's character: dedicated, loyal, and determined to get the job done, however difficult it may be, and whatever his personal misgivings. He is a thoroughly reliable man who is grateful for the many good things in his life: his family, his skills, and his position as a valued member of Starfleet.

OFF-DUTY

O'Brien's pastimes

Engineering has always been a hobby as well as an occupation for O'Brien, but his many other interests keep him fully occupied outside of work hours. He is a gifted cellist, a keen darts player, and passable at racquetball. He enjoys preparing traditional family meals, and has even adopted a pet tarantula. O'Brien is also a frequent visitor to the holosuites on *Deep Space Nine*, where he goes kayaking, or plays at being a Battle of Britain air ace with Dr. Julian Bashir.



▲ Meal time

O'Brien serves Keiko the kind of food his mother liked to prepare.

▼ Spider man

O'Brien adopts a *Lycosa tarantula*, naming her **Christina**.



▼ Holohistory

O'Brien revisits the life of his ancestor, **King Brian Boru**, in the holosuite.



FILE 57 OMNIPOTENT BEINGS

Trelane

In 2267, *U.S.S. Enterprise NCC-1701* crew encounter a being of astonishing power. Known as **Trelane**, this arrogant, self-styled 'squire' is actually a child of an incredibly powerful race.

The **Starfleet** science officer who records the first encounter with **Trelane** for his ship's library has trouble classifying the entity. Is he pure mental energy? An intellectual force? A super being? Starfleet's **Captain Kirk** suggests that Trelane is just a "small boy – and a very naughty one at that." No matter how he is described, Trelane is one of the most colorful and powerful beings encountered by the **Federation**.

Energy beings

Little is known about the species to which Trelane belongs. They are non-corporeal, and, in their natural state, appear as pulsing blue bursts of energy. The size, nature, and scope of this energy is indeterminate. Their origins, and the location of their homeworld, remain a mystery.

It is theorized from the one recorded encounter with a member of this race, that they form mating, or at least parental, bonds, and pass through a phase of intellectual and emotional

immaturity as they age and develop into adults.

During this period, it would seem that individuals acquire the skill with which to wield their growing power through experience. For example, Trelane is allowed to play with entire planets in order to develop and test the scope of his abilities, he practices transforming matter into energy, and then transforms the energy back into matter, something analogous to the function of a **transporter**.

Godlings

Trelane is already capable of performing extremely sophisticated transformations; he has the ability to alter matter at will. His race appears to possess power similar to that demonstrated by the **Q Continuum**. It is not known, however, if Trelane's species has the

power to manipulate the spacetime continuum.

Trelane is a child by the

PROFILE ON TRELANE

NAME: Trelane

TITLE: Self-appointed Squire of Gothos.

LIFE FORM: Noncorporeal energy being, though he appears as a human male. He has 'parents,' indicating procreation.

AGE: Trelane may be thousands of years old. He has observed Earth's history from as far back as the 2nd century BCE. The life span of his race is unknown; they may even be immortal.

ABILITIES: Trelane can create matter from energy and transform it back again; his abilities are virtually unlimited.

FIRST SEEN: 'The Squire of Gothos' [TOS]



▲ **Trelane introduces himself to the crew of the U.S.S. ENTERPRISE as the arrogant, self-styled Squire of Gothos. He views humans as his playthings, subject to his every whim. It is eventually revealed that Trelane is the equivalent of a mischievous little boy, and is scolded by his parents.**

★ Costume

Trelane styles himself as the 'Squire of Gothos.' He wears elaborate fashions modeled on the Europeans of old Earth.



PLAYTIME

★ Jolly greetings

Trelane greets the crew of the U.S.S. ENTERPRISE with the old-fashioned language and phraseology of their distant ancestors.



★ Toys

During his first visit to the U.S.S. ENTERPRISE, Trelane decides to collect two more toys for his unique collection: Kirk and Sulu.



standards of his own race, but evidence suggests he is more than 2000 years old. He has watched centuries of Earth history go by, starting at least as far back as Hannibal's expeditions in the 2nd century BCE. Studying Earth seems to be one of his favorite hobbies, and his interest is reflected in his decision to model himself on an 18th-century European squire.

Fascination with war

'General Trelane, retired,' as he calls himself, is especially fascinated by all things military. He plays with ancient weapons, such as swords and guns; these include a replica of the pistols used in Aaron Burr's 1795 duel with Alexander Hamilton. The curious alien entity also admires Napoleon. In his drawing room, he proudly

displays an array of battle flags, and replicas of pennants. The prospect of men marching proudly to their deaths seems to excite Trelane; he claims it makes his "blood run swiftly."

Violent games

Many of Trelane's games seem to be an attempt to experience violent emotion, something he appears to find exhilarating, but difficult to achieve. It may be that human emotions are a completely alien concept to his species.

In 2267, Trelane kidnaps members of the **U.S.S. Enterprise NCC-1701** crew, in order to use them as playthings. Irrked by the fact that the landing party is able to escape back to the *Enterprise*, he puts **Captain James T. Kirk** through a mock trial, and becomes enraged when the captain

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STAR SYSTEMS.....File 4

STAR TREK:

The Original Series.....File 68

Trelane



★ **Discipline**
Trelane is a being of tremendous power. His abilities appear to be near-omnipotent, but he uses them without discipline, or regard for the welfare of other life forms. When his parents arrive, they apologize to Captain Kirk for their child's behavior.

refuses to play along with his potentially damaging game.

The pair have a heated argument, and then, quite suddenly, Trelane is elated. "Until a moment ago," he relates happily, "I didn't think it possible, but it was. I was angry! I actually experienced genuine rage! This experiment has been successful." He goes on to add, "Would that I could have sustained that anger!" Trelane is virtually all-powerful himself, but appears to find delight in the complexity and variety of human emotions he is observing.

Mistreated pets

Kirk offers himself as quarry, in exchange for Trelane releasing his control of the *Enterprise*, but Trelane becomes so enamored of the hunt that he happily contemplates reneging on the deal and hunting down the entire crew —

until his parents intervene.

Trelane's species clearly views humans as little more than pets, but they also acknowledge their sentience, after a fashion, and will not tolerate their abuse. Scolding Trelane for his mistreatment of Kirk and crew, one of his parents tells him, "They're beings, Trelane. They have spirit. They're superior."

Dangerous games

Trelane's emotional apathy may be due to the fact that everything comes so easily to him. After centuries of studying Earth history, and creating his own playground, Trelane chances upon a group of humans: the *Enterprise* crew. Incorporating them into his games

proves unsatisfying, however, for humans are no match for his tremendous power. He grows whiney and petulant in his frustration.

Trelane's playgrounds are entire planets, created by him. His parents rarely allow him to keep these worlds, but promise him that he can keep **Gothos**, where he plays out his Earth fantasies.

Unreal world

Gothos is not, however, an exact replica of Earth, perhaps because Trelane, in his immaturity, can duplicate form, but not substance. The *Enterprise* crew members are invited to a banquet where the food and wine have no taste, and the fire in the Squire's castle gives off no heat. The scenario is superficial. This could indicate that Trelane has simply not taken the care to observe and mimic these finer details, or that these features were not considered because his species has no concept of sensations such as taste and touch.

There is no denying that Trelane is powerful, however. Gothos, for example, is incapable of sustaining human life; it is an iron-silica world with a hostile environment. It has a hot, toxic atmosphere, no soil or

vegetation, and is deadly to all known forms of life. The surface experiences continuous volcanic eruptions, and violent storms.

Trelane has enough power to generate a small area with an Earth-like atmosphere and the appearance of vegetation, and in this oasis he creates a curious dwelling. The exterior appears to be a Gothic castle, and inside is an 18th-century drawing room, complete with harpsichord and other period trappings. It also contains specimens from other worlds, including an **M-113 creature**.

Trelane has the ability to move Gothos around as nimbly as an expert pilot can maneuver a shuttlecraft. Yet his power does have its limitations; in order to keep his dwelling and all its accoutrements running smoothly, Trelane has to build a machine. This "medium of instrumentality," as he calls it, is merely a tool, and not the source of his power.

The ancient child

Trelane is a child, and, given to childish outbursts, he is considered dangerous. To members of his own race he is no threat, but to humans and other less powerful species, his power and emotional immaturity can prove a lethal combination. To the *Enterprise* crew, Trelane at first appears to be a madman. He exhibits what **First Officer Spock** describes as an "intellect without discipline, power without constructive purpose."

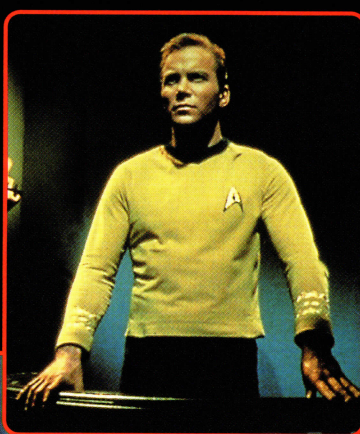
His own parents label him disobedient and cruel, and they blame his behavior on their over-indulgence. They would not have allowed their powerful offspring to intercept the *Enterprise* had they realized how vulnerable humans would be to Trelane's power, and do everything they can to ensure that no lasting harm is caused.

"Oh, this is becoming quite firesome! It's all so very easy." — Trelane on tormenting the U.S.S. ENTERPRISE crew

JUDGE AND JURY

The measure of man

In 2267, the *U.S.S. Enterprise NCC-1701* encounters a powerful being called Trelane: this ultimately results in the trial of mankind, with Captain Kirk as the defendant of humanity. Almost 100 years later, the *U.S.S. Enterprise NCC-1701-D* encounters another all-powerful entity, Q. Captain Picard, like Kirk before him, must stand trial for humanity's crimes. Both judges level the accusation that human beings are a savage species.



◀ **Juvenile court**
The immature Trelane relishes playing the role of judge, and recreates an 18th-century court.

▶ **Executioner**
Q tries Picard on the same charges as Trelane tries Kirk; he holds Jean-Luc Picard accountable for humanity's crimes.

▶ **Inquisition**
Captain Kirk is held accountable for the crimes of his race. Trelane judges humans for their actions and attitudes during earlier history, when man was still violent and warlike.



FILE 56 HOLODECK BEINGS

Professor Moriarty

Characters in holoprograms give every indication of being alive and sentient, but they are only simulations. One notable exception is **Professor James Moriarty**, who fools the crew of the *U.S.S. Enterprise NCC-1701-D* into thinking that he can exist outside of the holodeck.

OTHER CARDS IN THIS FILE...

- 1 THE HOLOGRAPHIC DOCTOR
7 VIC FONTAINE

SEE OTHER FILES...

U.S.S. ENTERPRISE
NCC-1701-DFile 25
SYSTEMSFile 59
STAR TREK: THE
NEXT GENERATIONFile 69

The holocharacter of **Professor James Moriarty** is created in 2365, in a holodeck on the *U.S.S. Enterprise NCC-1701-D*. He is based

on the infamous villain created by a 19th- and 20th-century Earth writer, Sir Arthur Conan Doyle, and is programmed to serve as the foe in a holodeck adventure in which **Lt. Commander Data** plays Conan Doyle's famous detective, Sherlock Holmes.

Nemesis to order

Moriarty stands about six feet tall, and has long blonde hair, flecked with gray. He is outfitted in the smart, formal attire of a typical upper-class male of the Victorian era. At first, Moriarty is no different from any other holodeck simulation, but events conspire to transform him into something unexpected.

Shortly after Data's adventure on the holodeck begins, it becomes clear that his android memory is a match for any Holmesian adventure the computer

can create. In order to make the simulation more challenging for the android, **Geordi La Forge** directs the *Enterprise* computer to create a mystery involving an opponent capable of defeating Data.

To fulfill this criteria, the computer imbues the holo-Moriarty with an intelligence so great that the character actually becomes self-aware and achieves consciousness, much in the way that Data did when he was first activated.

Moriarty is initially puzzled by his newfound abilities. When he witnesses La Forge call for the arch, and access the holodeck controls, he begins to piece together the mystery of his creation. He calls up the arch for himself, and is astounded by the advanced technology that appears before him. Moriarty gains access to the *Enterprise's* main computer, and quickly begins to absorb the vast amount of information stored therein.

To gain further control of his environment, Moriarty kidnaps **Dr. Katherine Pulaski**, who is also taking

SENTIENT HOLOGRAM

NAME: Professor James Moriarty

LIFE FORM: Holocharacter

BECAME SENTIENT: 2365

CREATED BY: The original Moriarty was created by Sherlock Holmes author, Sir Arthur Conan Doyle, in the 19th century. In the 24th century, Moriarty reappears as part of a holodeck scenario in which Data and Geordi La Forge take on the detective roles.

FIRST SEEN: 'Elementary, Dear Data' [TNG]

LAST SEEN: 'Ship in a Bottle' [TNG]



▲ The holographic Professor Moriarty displays more compassion than his literary predecessor, but is still ruthless in pursuit of his freedom from the holodeck.

part in Data's Holmes adventure. Moriarty takes Pulaski to his concealed laboratory in the London docks, and sets about interrogating his prisoner to gain further information regarding his nature and circumstances.

His own man

As Moriarty becomes more self-aware, he begins to lose some of the evil

qualities that were part of his fictional persona. He treats Pulaski with kindness, even though he is her captor. He begins to have visions of a giant vessel, and sketches a picture of the *Enterprise*, demonstrating an awareness never before seen in a holographic character.

Using knowledge gained from the computer, Moriarty tries to take control of

the *Enterprise* by accessing La Forge's security codes. He builds a machine that allows him to reroute attitude and stabilization control, and proceeds to buffet the starship to get the attention of **Captain Picard**. At the same time, Moriarty alters the programming on the holodeck, to try and gain access to the 'real' world outside.

Picard comes to visit

LEAVING THE HOLODECK

★ Back to life

When **Lt. Reginald Barclay** attempts to fix a glitch in the holodeck's matrix diodes, in 2369, he inadvertently reactivates Moriarty.



★ Stepping out

Much to the astonishment of **Captain Picard**, Professor Moriarty steps out of the holodeck and into a corridor.

★ Moving on

Moriarty and his holographic companion, **Countess Regina Bartholomew**, persuade **Commander Riker** to give them a shuttle.



Professor Moriarty



★ Equal partners

The adventurous and intelligent Countess Regina Bartholomew is a perfect match for the brilliant Professor Moriarty.



★ Strange new worlds

The U.S.S. ENTERPRISE crew manage to fool Moriarty into thinking that he has set off to explore the Galaxy with Regina.

Moriarty in his laboratory, and the hologram tells the captain of his desire to leave the confines of the holodeck. He uses the famous aphorism of the philosopher Rene Descartes, "Cogito Ergo Sum" ["I think, therefore I am"] to convince Picard of his newfound sentence.

The captain explains to Moriarty that he is simply a creation of **holomatter**; if he were to leave the holodeck, his form would lose cohesion. He instead offers him an alternative: he tells Moriarty that he will be saved in the *Enterprise* computer, in protected memory, until such time as the technology exists to allow him to leave the

holodeck. Moriarty agrees, and releases his hold on the ship. The program is discontinued, and placed in protected memory.

Moriarty remains stored that way for approximately four years. It is later learned that during this time, he experiences brief flashes of consciousness, even though the program is supposed to be inactive. Moriarty describes these periods of awareness as "terrifying, disembodied, without substance." **Lt. Reginald Barclay** later attributes this strange occurrence to a possible fragmentation of the memory circuits.

The will to live

In 2369, Professor Moriarty is inadvertently reactivated when Barclay tries to fix a malfunction in **Holodeck 3**. Moriarty is angered at the news that he has spent four years in memory, while no advance has been made in transforming holomatter into real matter. Citing his will to live and his self-awareness, Moriarty astounds Picard, Barclay, and Data by exiting the holodeck, and stepping out into the real world of the *Enterprise*.

Medical scans reveal that he is an actual biological life form, with a slightly-altered DNA pattern. Moriarty expresses wonder at his surroundings, and at the news that he is on a starship traveling through space. He assures Captain Picard that he is no longer the nefarious villain of fiction, and that he entertains no criminal plans.

Consort

It is revealed during the course of this discussion that Moriarty's greatest love is the **Countess Regina Bartholomew**, a handsome and sophisticated woman of great class, and another character from the novels of Arthur Conan Doyle. Moriarty tries to persuade Picard to bring the countess out of the holodeck; when the captain refuses, Moriarty tricks him into revealing his command codes, and assumes control of the *Enterprise*.

Moriarty's fate

It is eventually discovered that Moriarty actually never left the holodeck. Instead, he is using his knowledge of the *Enterprise* computer to fashion an elaborate simulation that appears to be the real vessel, or "a ship in a bottle," as he calls it. In this way, Moriarty hopes to trick Picard, Barclay, and Data into finding a way for him and the countess to exist outside

"I was created as a plaything, so your Commander Data could masquerade as Sherlock Holmes. But they created me too well ... and I became more than just a character in a story."

— Moriarty to Lt. Barclay.

of the starship's holodeck.

Moriarty is, in return, duped by the same trick. Picard and his crew use the holodeck on the false *Enterprise* to create a further simulation, fooling Moriarty and the countess into believing they have left the holodeck. The pair board a shuttlecraft, and depart to explore the Galaxy; once he believes he has left the *Enterprise*, Moriarty relinquishes his control of the ship.

Professor Moriarty remains unaware that he still exists, along with the Countess Bartholomew,

only in a holographically-created galaxy, a miniature holodeck within a computer module. This module is placed inside an enhancement unit – currently in the keeping of Lt. Barclay – that contains enough active memory to provide the pair with a lifetime of experiences.

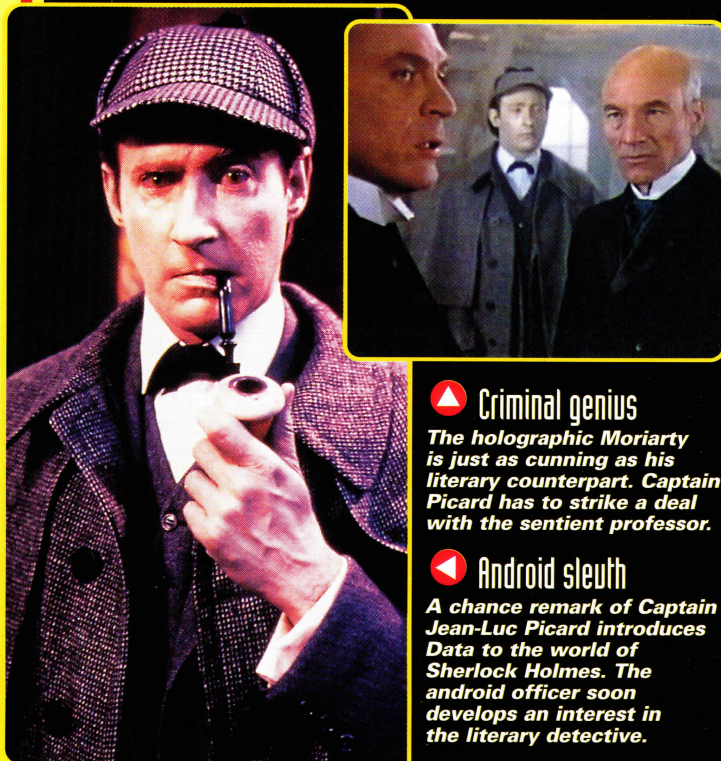
The countess and Moriarty will out live their lives, never knowing that it is a simulation; to them, their experiences will be real. Conan Doyle's most famous villain has, to all intents and purposes, achieved the freedom he craves.

THE NAPOLEON OF CRIME

Conan Doyle's Moriarty

Arthur Conan Doyle created the character of Professor James Moriarty as the ultimate criminal nemesis, the intellectual equal of Sherlock Holmes. Moriarty first appeared in the short story 'The Adventure of the Final Problem,' published in 1893 in the 'Strand' magazine on Earth. Conan Doyle describes Moriarty as a genius and a philosopher,

who possesses a "brain of the first order." The 24th-century holographic version of Moriarty matches Conan Doyle's psychological profile, but he is physically quite different from the character as described by the author. Professor Moriarty returned again and again to plague his enemy, and became one of crime fiction's most enduring, and popular, villains.



▲ Criminal genius

The holographic Moriarty is just as cunning as his literary counterpart. Captain Picard has to strike a deal with the sentient professor.

◀ Android sleuth

A chance remark of Captain Jean-Luc Picard introduces Data to the world of Sherlock Holmes. The android officer soon develops an interest in the literary detective.

23rd-Century Cameras

In the 23rd century, journalists aligned with the **Federation** can despatch their reports almost instantly across the entire **Alpha Quadrant**. High profile media events, such as the launch of the *U.S.S. Enterprise NCC-1701-B*, are recorded on highly sophisticated camera equipment.



▲ Members of the UFP Press and Information Bureau are granted privileged access to major historical events in the 23rd century. Scrums of zealous reporters jostle for exclusive quotes.

The ever-expanding frontiers of the **United Federation of Planets** mean that events of intergalactic importance are occurring every day across the entire **Alpha Quadrant**. For Federation citizens living on thousands of different worlds, a window on these events is provided by the journalists and reporters of the **UFP Press and Information Bureau**. Employees, identified by press passes, emblazoned with the bureau's stylized messenger bird, are charged with reporting on the stories of the day; their interviews,

data, and logs are sent throughout the quadrant via **Starfleet's** extensive network of **subspace relay stations** and communications platforms.

Modern technology

Federation journalists transmit their information in a way similar to the wire services of 20th-century Earth, submitting their stories to an organization that will then distribute them. With the facility of subspace transmission, reports can travel from one star system to another in a matter of moments.

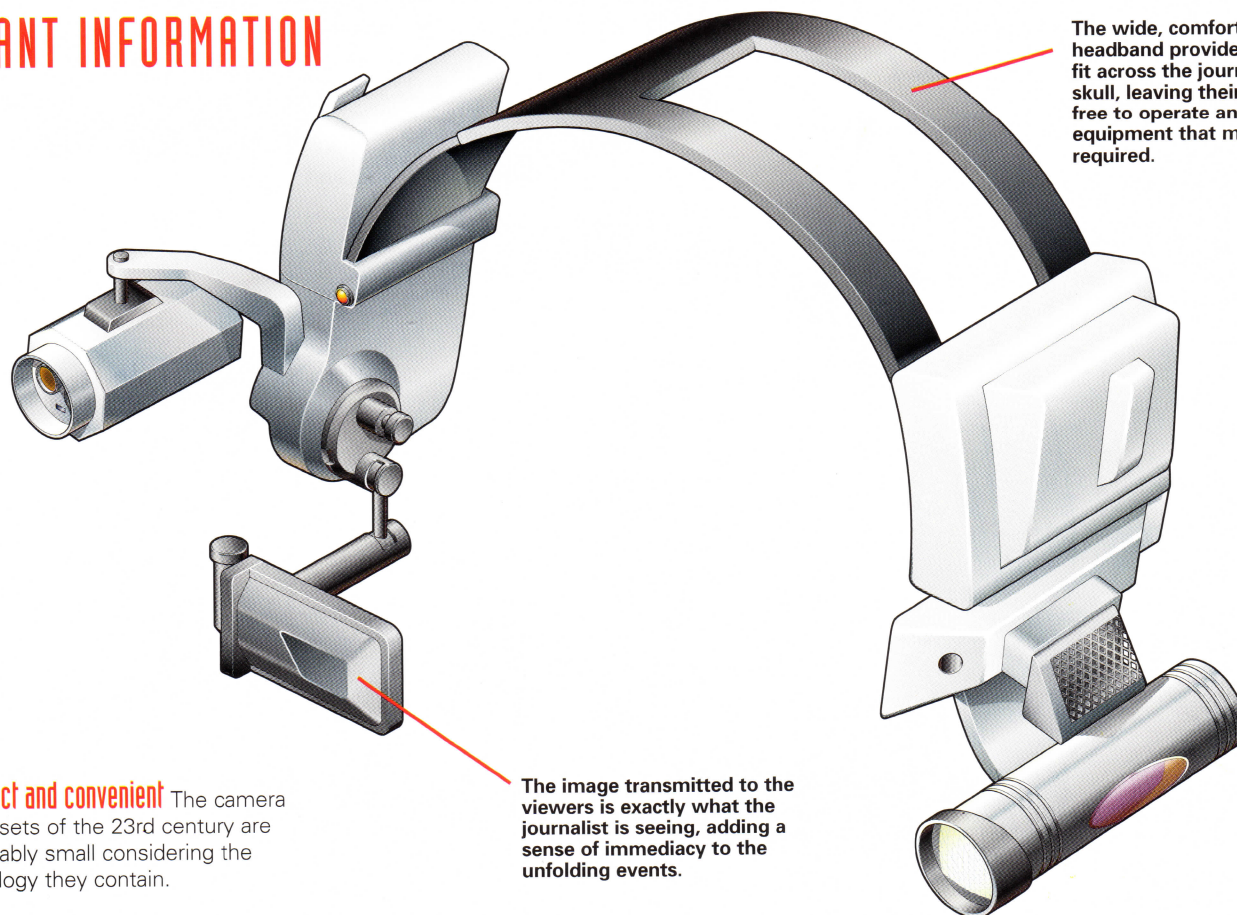
Journalists are often present at landmark historical events, such as the signing of the historic **Khitomer Accords** in 2293, and the celebrity-laden launch of the new *U.S.S. Enterprise NCC-1701-B* later that same year. The diversion of the *Enterprise* from its planned maiden voyage – to rescue a group of **Ei-Aurian** refugees – and the subsequent apparent death of **Captain James T. Kirk**, becomes a tragedy that is witnessed by millions.

During such occasions, a reporter

will appear on-camera, questioning interview subjects and commenting on unfolding events, while another person operates the recording and data-gathering instrumentation.

The cameraperson is equipped with an elaborate headset-mounted camera rig, arranged on both sides of their head; this consists of five discrete parts. The operator views the surrounding activity with a transparent monocular sensor in front of their right eye; this displays the field being recorded, and the camera's

INSTANT INFORMATION



Compact and convenient The camera headsets of the 23rd century are remarkably small considering the technology they contain.

The image transmitted to the viewers is exactly what the journalist is seeing, adding a sense of immediacy to the unfolding events.

23rd-Century Cameras

operating status. The sensor is connected to a unit mounted over the right ear, which contains the recording mechanism and, if required, subspace transmission gear for broadcasting live signals.

Input to the recording unit comes from a cylindrical camera module, capable of multiple sensor operations; the camera feed can be displayed as a flat-screen image, or, on advanced models, a holographic rendition. A large power pack covers the left ear of the operator, and, beneath this, a small but extremely powerful narrow-beam spotlight is used to illuminate the subject being recorded, ensuring that pictures can be obtained in any situation.



▲ In 2293, the launch of the U.S.S. ENTERPRISE NCC-1701-B, from a spacedock orbiting Earth, is of great interest to journalists and their audience.



▲ In the late 23rd century, reporters often carry small, handheld voice and image recording devices. These are quite similar in appearance to Starfleet PADDs.

HEADSET-MOUNTED CAMERA RIG

1 Five-in-one This 23rd-century recording and transmitting device is worn over the top of the user's head. It comes in five discrete parts: monocular sensor, recording and transmitting mechanism, camera module, power pack and spotlight.

There is a lens cluster at the front of the headset-mounted camera rig. This processes the images seen through the user's transparent monocular sensor, which fits over the right eye.

A small, but extremely powerful, narrow-beam spotlight is used to illuminate the subject being recorded.

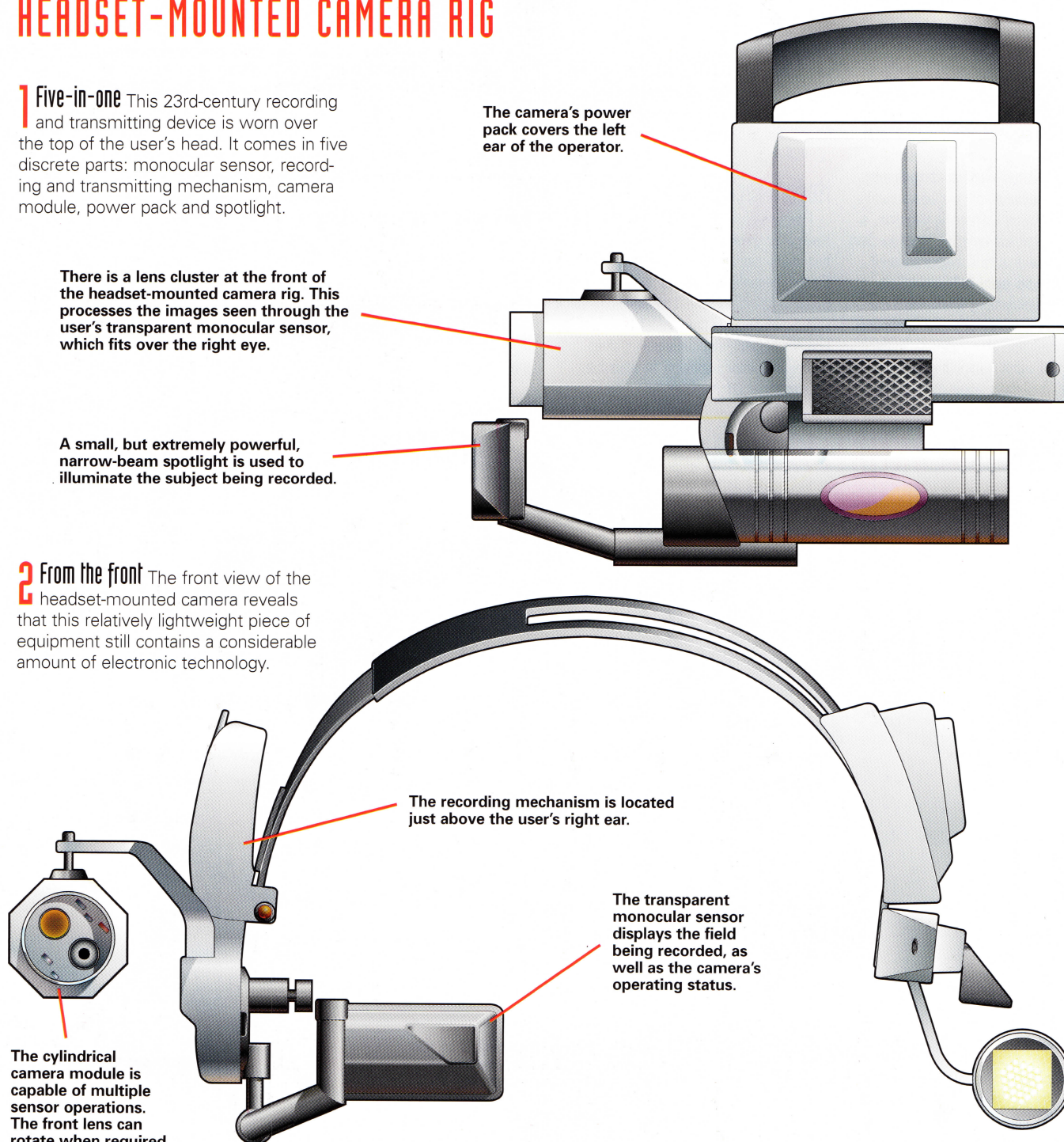
The camera's power pack covers the left ear of the operator.

2 From the front The front view of the headset-mounted camera reveals that this relatively lightweight piece of equipment still contains a considerable amount of electronic technology.

The recording mechanism is located just above the user's right ear.

The transparent monocular sensor displays the field being recorded, as well as the camera's operating status.

The cylindrical camera module is capable of multiple sensor operations. The front lens can rotate when required.





STAR TREK: The Original Series

A-Z Episode Guide Part 2

'DAY OF THE DOVE'

FILE 68 CARD 65



A hostile entity from the planet **Beta XII-A** feeds of a conflict between **Captain Kirk's** crew and the crew of a **Klingon Battle Cruiser**, commanded by **Kang**.



'THE DEADLY YEARS'

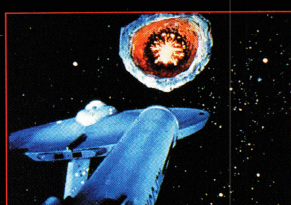
FILE 68 CARD 39

A number of officers from the **U.S.S. Enterprise** are exposed to a lethal ageing disease, while visiting the planet **Gamma Hydra IV** on a routine mission.



'THE DEVIL IN THE DARK'

FILE 68 CARD 25



Pergium miners on the planet **Janus IV** are being killed by an indigenous life form, the **Horta**. **Mr. Spock** mind-melds with the creature in an attempt to understand it.

'THE DOOMSDAY MACHINE'

FILE 68 CARD 34

The **U.S.S. Constellation's** captain, **Commodore Matthew Decker**, takes control of the **U.S.S. Enterprise** in order to destroy a weapon known as the **Planet Killer**.



'ELAAN OF TROYIUS'

FILE 68 CARD 56



The **U.S.S. Enterprise** escorts the beautiful **Elaan** to her arranged marriage. The reluctant bride causes **Captain Kirk** to fall hopelessly in love with her.

'THE EMPATH'

FILE 68 CARD 62

A race called the **Vians** abduct and torture **Kirk**, **Spock**, and **McCoy**, in order to test the compassion of a mute woman named **Gem**.



'THE ENEMY WITHIN'

FILE 68 CARD 4



A **transporter** accident splits **Captain Kirk** into two separate people – a rational, 'good' Kirk, and his savage, 'evil' counterpart.

'THE ENTERPRISE INCIDENT'

FILE 68 CARD 58

Captain Kirk is surgically altered to look like a **Romulan**, so that he can steal a new cloaking device from the Romulan flagship.



'ERRAND OF MERCY'

FILE 68 CARD 26



The peaceful planet **Organia** becomes a strategically vital site in the escalating conflict between the **Federation** and the **Klingon Empire**.

'FOR THE WORLD IS HOLLOW AND I HAVE TOUCHED THE SKY'

FILE 68 CARD 64

A landing party from the **U.S.S. Enterprise** visits **Yonada**, a spaceship built inside a large asteroid, and controlled by a powerful computer known as the **Oracle**. **Dr. McCoy** falls in love with **Natira**, the Oracle's high priestess.



STAR TREK: The Original Series A-Z Episode Guide Part 2



'FRIDAY'S CHILD'

FILE 68 CARD 31

A power struggle over mining rights on the planet **Capella IV** breaks out between **Captain Kirk** of the **U.S.S. Enterprise** and **Kras**, a ruthless **Klingon**.



'THE GALILEO SEVEN'

FILE 68 CARD 13



The **Shuttlecraft Galileo** crashlands on a hostile world. **Mr. Spock** and his crew have to find a way to survive the conditions and return to the **U.S.S. Enterprise NCC-1701**.

'THE GAMESTERS OF TRISKELION'

FILE 68 CARD 45

Kirk, **Uhura**, and **Chekov** are transported to a planet where they are expected to spend the rest of their lives fighting for the entertainment of the mysterious **Providers**.



'I, MUDD'

FILE 68 CARD 40



Intergalactic fraudster **Harry Mudd** is now the ruler of a planet populated entirely by androids. Mudd hopes that his new subjects will help him to seize control of the **U.S.S. Enterprise**.

'THE IMMUNITY SYNDROME'

FILE 68 CARD 47

The search for the missing **U.S.S. Intrepid** leads the **U.S.S. Enterprise** to an enormous amoeba-shaped entity, which has already destroyed a star system in its quest for more energy.



'IS THERE IN TRUTH NO BEAUTY?'

FILE 68 CARD 61



Dr. Miranda Jones brings a **Medusan** ambassador aboard the **U.S.S. Enterprise**. The Medusans look so horrific that even a brief glimpse can drive humanoids insane.

'JOURNEY TO BABEL'

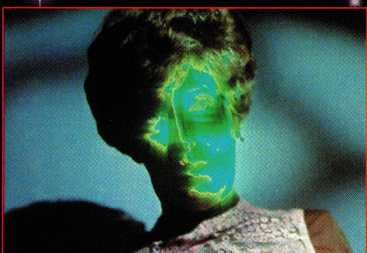
FILE 68 CARD 43

Vulcan ambassador **Sarek**, father of the **U.S.S. Enterprise's Mr. Spock**, is suspected of murdering a **Tellarite** during the journey to a diplomatic conference on the planet **Babel**.



'LET THAT BE YOUR LAST BATTLEFIELD'

FILE 68 CARD 69



Two male **Cheron** humanoids fight a race war on the **U.S.S. Enterprise**, unaware that their age-old hatred has already caused the rest of their people to destroy themselves.

'THE LIGHTS OF ZETAR'

FILE 68 CARD 72

Lt. Mira Romaine is assigned to the **U.S.S. Enterprise**. An energy storm of unknown origin enters the ship and takes possession of Romaine's mind and body.



'THE MAN TRAP'

FILE 68 CARD 5

When the **U.S.S. Enterprise** visits **planet M-113**, **Dr. McCoy** is horrified to discover that his old flame, **Nancy Crater**, has been replaced by a 'salt monster' that can assume any appearance. Searching for new victims, the creature boards the **Enterprise** and disguises itself as McCoy.



'Hunters'

The *U.S.S. Voyager NCC-74656* is confronted by the hostile *Hirogen* while retrieving messages from *Starfleet* along the *Hirogen*-appropriated communications network. *Seven of Nine* and *Tuvok* are captured and claimed as the *Hirogen*'s prey.

'HUNTERS'

"I learned very little about [the *Hirogen*], but I believe we should consider them extremely dangerous. They seem to lack any moral center."

— Tuvok to Janeway

The *U.S.S. Voyager NCC-74656* receives a transmission from the same alien communications relay through which they sent the *EMH* to the *Alpha Quadrant* some weeks previously. *Seven of Nine* downloads the message in the *Astrometrics* lab.

Starfleet has sent the crew letters from home, and a coded message which *Seven* tries to decipher. However, the messages become lodged in a relay station, and begin to degrade; *Seven* pilots a shuttle with *Lt. Commander Tuvok* to stabilize the network's containment field.

When the shuttle reaches the relay, it is attacked by an alien vessel. *Tuvok* launches a distress beacon as the shuttle is caught in a tractor beam, but he and *Seven* are taken prisoner by the *Hirogen*, the alien race which claims ownership of the communication relays. *Tuvok* tries to explain that they were retrieving messages from their home quadrant, but the *Hirogen* are not interested in what their 'prey' have to say; they are primarily a race of hunters.

Black hole

Voyager receives *Tuvok*'s distress call, and tracks down the *Hirogen Vessel*. *Captain Janeway* hails its commander to demand her crew members back, but her request is denied — *Tuvok* and *Seven* will make valuable trophies.

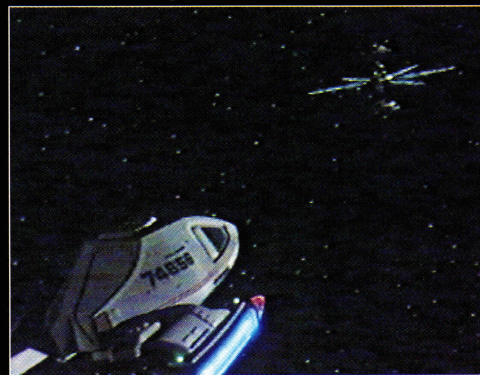
Voyager is outgunned as more *Hirogen* ships arrive. *Janeway* orders the relay station's **quantum singularity** to be boosted, to increase its gravitational pull, and when the enemy vessels begin to fire, the station's containment field overloads, creating a black hole. *Seven* and *Tuvok* are transported back to *Voyager* as the *Hirogen Vessels* are sucked into the void.

Voyager opens its antimatter injector and manages to escape, but the entire communications network is disabled by the energy discharge of the singularity. Sadly, there will be no more letters from home.

ON SCREEN...



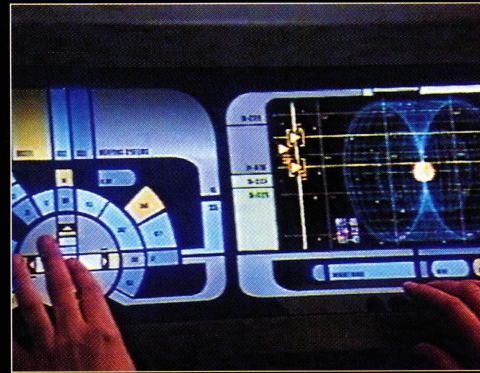
1 *Starfleet* sends the crew of the *U.S.S. VOYAGER* letters from their friends and family. *Neelix* is given the task of distributing the letters among his shipmates.



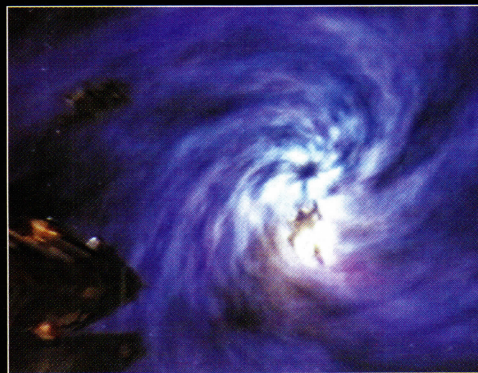
2 As a shuttlecraft can better withstand the gravitational eddies of the relay station, *Seven* and *Tuvok* pilot a shuttle to stabilize the relay's containment field.



3 The dangerous *Hirogen* hunters inform *Seven* and *Tuvok* that they are valuable prey; trophies from their bodies will win the *Hirogen* commander female admirers.



4 *Janeway* orders an antithoron burst to increase the relay station's gravitational pull; this has the unfortunate side-effect of weakening its containment field.



5 *VOYAGER* retrieves *Seven of Nine* and *Tuvok*, and escapes the pull of the black hole which has been created. The *Hirogen* vessels are pulled in and destroyed.



6 Most of *Starfleet*'s encrypted message is retrieved, but it will take some time to decode. *Ensign Harry Kim* is pleased to receive a letter from his parents.

STARSHIP FACTS

The former members of the *Maquis*, including *Chakotay* and *Torres*, are given the tragic news that the rest of the *Maquis* have been wiped out.





'Prey'

An *Hirogen Vessel* tracks a highly resilient form of prey, but the ruthless hunters find themselves under attack. The *U.S.S. Voyager NCC-74656* becomes a battlefield between the Hirogen survivor and his prey — a lone member of Species 8472.

The *U.S.S. Voyager NCC-74656* finds an *Hirogen Vessel* lying dead in space, and sends an away team over to investigate. The team return to *Voyager* with an *Hirogen* survivor. Meanwhile, on the bridge, Ensign Harry Kim detects a hull breach. Lt. Commander Tuvok investigates, and finds an organic residue from the intruder, which is identified as a member of Species 8472.

In sickbay, the Hirogen survivor recovers and says he has been tracking his prey for a long time. Captain Janeway agrees to let the Hirogen help her crew to trap the creature. The member of Species 8472 is tracked to Deck 5, where Tuvok has to prevent the Hirogen hunter from killing it. The creature is confined in a corridor on the deck, and the Hirogen is similarly placed behind a forcefield in sickbay. He warns Janeway that if the Hirogen are denied their prey, *Voyager's* crew will take its place.

Dying thoughts

Species 8472 makes telepathic contact with Tuvok; its ship was damaged during the war with the *Borg*, and it could not return to fluidic space. All it wants is to go home to die. Janeway asks Seven of Nine to open a quantum singularity, as she did once before, to take *Voyager* into fluidic space. However, the former drone still feels hatred for Species 8472, and refuses to help.

Other *Hirogen Vessels* track down *Voyager*, and launch an attack. The *EMH* reports that the Species 8472 creature has become agitated, and Seven is sent to provide *Borg nanoprobes* to sedate it. The creature launches itself at the Hirogen warrior, who has escaped from sickbay, and, while they are locked in mortal combat, Seven transports them both to an *Hirogen Vessel*. The hunter fleet departs with its prey.

Janeway revokes all of Seven's privileges and confines her to the cargo bay for sending a sentient creature to its death. Seven is puzzled that the captain encourages her to be an individual, but now punishes her for the choices she has made.

'PREY'

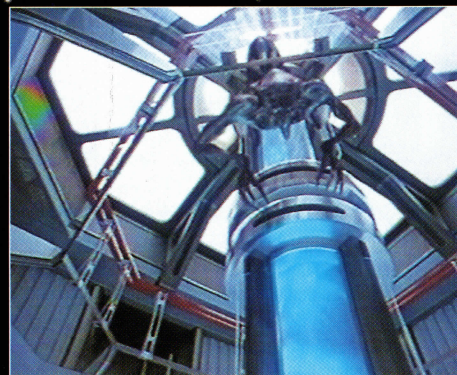
"We may have an intruder on board. I'm analyzing what could be a sample of its blood ... The readings are consistent with Species 8472."

— Tuvok to Janeway

ON SCREEN...



1 Chakotay reports the data he has collected from the *HIROGEN VESSEL* to Janeway. The race are nomadic hunters, who live only for the chase and the kill.



2 *VOYAGER* is put on red alert while the crew begin the hunt for the member of Species 8472. It infiltrates Engineering, and attacks B'Elanna Torres.



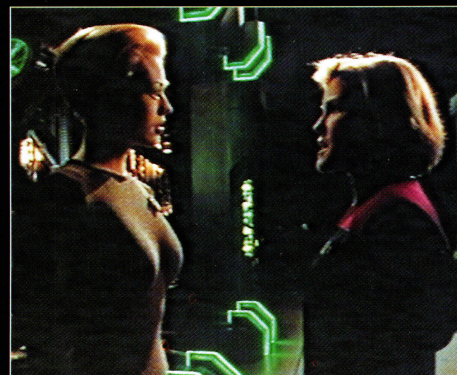
3 Species 8472 communicates telepathically with Tuvok; the Vulcan learns that the creature is dying, and wishes only to return to the dimension of fluidic space.



4 Janeway asks Seven to recreate a quantum singularity to return Species 8472 home, but she refuses, remembering the *Borg's* conflict with the savage race.



5 Torres attempts to open a quantum singularity from Engineering, but her efforts are in vain — Seven transports the dying creature to an *HIROGEN VESSEL*.



6 Janeway is bitterly disappointed by Seven's actions, but Seven reminds the captain that it was she who encouraged the former drone to be an individual.

STARSHIP FACTS



The Doctor gives Seven of Nine lessons in how to make pleasant, casual conversation with the crew.

J continued

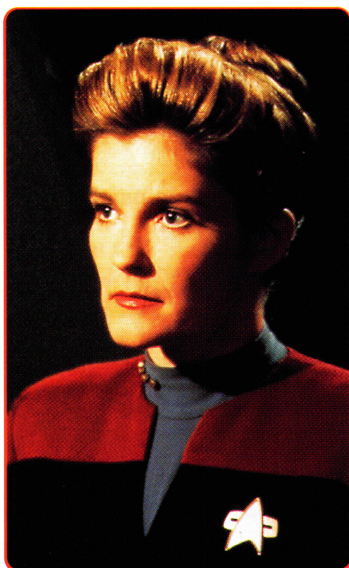
Janeway, Ensign

This member of the **U.S.S. Enterprise NCC-1701-D** science department hoped **Deanna Troi** could help her resolve a conflict of personalities, but, at the time, Troi was steeped in the negative emotions of **Ves Alkar**. (*Starship Log: 'Man of the People'* [TNG]) **SEE FILES 25, 69**

Janeway, Kathryn

Human captain of the **U.S.S. Voyager NCC-74656** from 2371. Raised on Earth, the daughter of a **Starfleet** admiral, Kathryn also served as science officer on the **U.S.S. Al-Batani**. She likes coffee ice cream, pool, and knitting, and prefers to keep a professional distance from her crew. (*Starship Log: 'Caretaker'* [VOY]) **SEE FILES 29, 43, 71**

Kathryn Janeway has been a formidable captain of the U.S.S. VOYAGER on its treacherous journey through the uncharted Delta Quadrant.



Janeway, Kathryn [alternate 1]

In 2372, the **U.S.S. Voyager** encountered a **spatial scission** that created exact duplicates of the ship and its crew. Following a dispute over strategy with the primary Janeway, the duplicate ordered the self-destruction of her ship to save the primary crew from the **Vidi**ans. (*Starship Log: 'Deadlock'* [VOY]) **SEE FILES 43, 71**

Janeway, Kathryn [alternate 2]

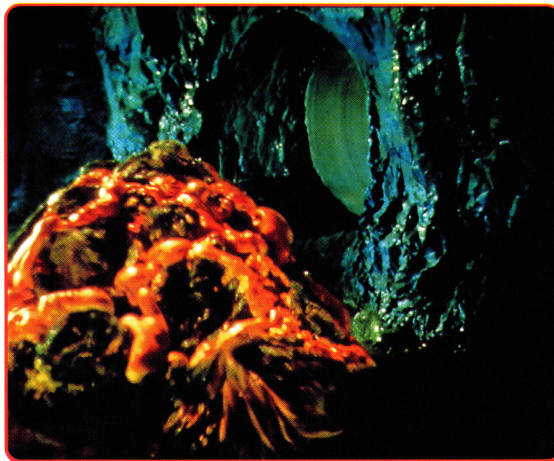
Thirty-first century holographic revision of the **U.S.S. Voyager** captain. The **Museum of Kyrian Heritage** exhibited a historical simulation of *Voyager's* encounter with the **Kyrian** and **Vaskan** peoples, in which Janeway was depicted as a ruthless war criminal. (*Starship Log: 'Living Witness'* [VOY]) **SEE FILES 29, 71**

Janeway, Lambda-1

Access designation for **Kathryn Janeway's** gothic romance **holonovel**. Set in England, Earth, during the 1700's, it featured **Lucy Davenport** as the governess to **Henry** and **Beatrice**, the children of **Lord Burleigh**. (*Starship Log: 'Learning Curve'* [VOY]) **SEE FILES 29, 43, 71**

Janir

Bajoran city. **Trakor's Third Prophecy** speaks of a great river returning to Janir. The restoration of the **Qui'al Dam** in 2371 was seen as fulfillment of the prophecy, and one more sign that **Captain Benjamin Sisko** was the **Emissary**. (*Starship Log: 'Destiny'* [DS9]) **SEE FILES 10, 70**



The output of the Janus IV mining colony increased massively when the burrowing Horta creatures accepted an offer to work in tandem with the Federation miners.

Janitza mountains

A range of high mountains on the planet **Bajor**. The Janitzas were surveyed in 2371, during a six-month agrobiological project. **Miles O'Brien** urged his wife, **Keiko**, to join the expedition as chief botanist. (*Starship Log: 'The House of Quark'* [DS9]) **SEE FILES 10, 43, 70**

Janklow

This **Starfleet** engineer helped **Chief O'Brien** to arm the **U.S.S. Defiant's** atmospheric probes with warheads, in order to combat **Jem'Hadar** ships in 2372. (*Starship Log: 'Starship Down'* [DS9]) **SEE FILES 28, 70**

Janowski, Mary

In 2268, this blonde-haired, pig-tailed little girl fell temporarily under the influence of the evil **Gorgan** after her family moved to **Triacus**, where her parents committed suicide. (*Starship Log: 'And the Children Shall Lead'* [TOS]) **SEE FILES 18, 58, 68**

Janus VI

A planet rich in **pergium** and other rare minerals, and thought to have no indigenous life forms. **Federation** miners, working deep underground discovered, in 2267, that Janus VI was the homeworld of a silicon-based life form called the **Horta**. (*Starship Log: 'Devil in the Dark'* [TOS]) **SEE FILES 3, 18, 68**

Japanese brush writing

A **Ullian** telepathic historian helped **Keiko O'Brien** to recall particular memories of her grandmother practicing this ancient, pictographic form of handwriting. It originated in the 11th century, in an Earth nation called Japan. (*Starship Log: 'Violations'* [TNG]) **SEE FILES 43, 69**

Japori II

Dekora Assan was murdered in 2371 on this planet. **Retaya**, a **Flaxian** assassin, initially stood accused of the crime, but was subsequently absolved of blame. (*Starship Log: 'Improbable Cause'* [DS9]) **SEE FILES 3, 70**

Jarada

Sophisticated, insectoid life form from **Torona IV**. The Jarada are obsessed with protocol, and refused communications with the **Federation** for two decades over a mispronounced word. **Captain Picard** successfully reestablished contact with them in 2364. (*Starship Log: 'The Big Goodbye'* [TNG]) **SEE FILES 3, 69**

Janeway, Ensign
Janeway, Kathryn
Janeway, Kathryn [alternate 1]
Janeway, Kathryn [alternate 2]
Janeway, Lambda-1
Janir
Janitza mountains
Janklow
Janowski, Mary
Janus VI
Japanese brush writing
Japori II
Jarada
Jared
Jared, Acost
Jareh-Inyo
Jareth
Jarlath
Jaro Essa, Minister
Jarok, Alidar
Jaros II
Jarren
Jarth
Jarvin
Jarvis [1]
Jarvis [2]
Jasad, Gul
jat'yln
Jatarn, Major
Jatlh
Javert



Keiko O'Brien was urged by her husband, Miles, to accept an offer to be chief botanist on a survey of the Janitza mountains.



Mary Janowski, one of the survivors of the ill-fated Starnes Expedition, fell under the Gorgan's influence.



Jared The protagonist in a short story written by **Jake Sisko**, in 2371. Jake's father thought his writing showed promise. (*Starship Log: 'Explorers' [DS9]*) **SEE FILES 44, 70**

Jared, Acost Male humanoid leader of **Ventax II** in 2367. He was willing to give his people and world to **Ardra**, their devil, as payment for a thousand years of peace and plenty. (*Starship Log: 'Devil's Due' [TNG]*) **SEE FILES 18, 69**

▶ **Acost Jared was terrified, along with the rest of his people, by the manifestations of a being which claimed to be the Ventaxian devil.**



Jaresh-Inyo Grazerite president of the **Federation Council** in 2372. Jaresh-Inyo faced an attempted coup, led by **Starfleet Admiral Leyton**, during fears of an infiltration of Earth by the **Founders**. (*Starship Log: 'Homefront' [DS9]*) **SEE FILES 7, 19, 70**

Jareth Disciplined officer in the **Enaran** military, and father of **Koreenna Mirell**. Jareth participated in his government's clandestine efforts to exterminate the **Regressives** – a memory that Koreenna passed on telepathically to **B'Elanna Torres**. (*Starship Log: 'Remember' [VOY]*) **SEE FILES 18, 71**



Jarlath A captive on the massive **Nyrian Prison Ship**. His people were incarcerated in a desert environment similar to their native climate. Jarlath alerted the imprisoned **U.S.S. Voyager** crew to the existence of portals between the habitats, leading to freedom for all the captives. (*Starship Log: 'Displaced' [VOY]*) **SEE FILES 18, 40, 71**

▶ **With the help of Jarlath, the U.S.S. VOYAGER crew were able to engineer the escape of the many captives held in self-contained environments aboard the NYRIAN PRISON SHIP.**

Jaro Essa, Minister Conservative **Bajoran** minister, and clandestine leader of the militant **Alliance for Global Unity**. Jaro used the **Cardassian**-backed alliance in his effort to unseat the **Bajoran Provisional Government**, and install himself as the new leader. (*Starship Log: 'The Homecoming' [DS9]*) **SEE FILES 10, 47, 70**



Jarok, Alidar One-time **Romulan** hero who fell from grace after protesting his race's continual warmongering. Jarok failed a loyalty test by defecting to the **Federation**, and died by his own hand in 2366. (*Starship Log: 'The Defector' [TNG]*) **SEE FILES 12, 49, 69**

▶ **Alidar Jarok was scared that the warlike ways of the Romulan people would result in their destruction. He even defected to the Federation, only to learn he had been set up by his government.**

Jaros II **Starfleet** maintains a prison colony on this **Class-M** planet. **Ensign Ro Laren** was incarcerated there when her failure to follow orders resulted in the deaths of eight people. (*Starship Log: 'Ensign Ro' [TNG]*) **SEE FILES 3, 19, 43, 69**

Jarren Drayan child who was, as his fellow passengers told **Tuvok**, "taken by the **morrok**," following a shuttle crash. In fact, Jarren and the others were elderly Drayans, engaged in their culture's death ritual. (*Starship Log: 'Innocence' [VOY]*) **SEE FILES 18, 71**

Jarth Humanoid male who visited the planet **Rekag-Seronia** in 2369. He acted as an assistant to **Ambassador Ves Alkar**, who was mediating a treaty between the **Rekags** and **Seronians**. (*Starship Log: 'Man of the People' [TNG]*) **SEE FILE 69**

Jarvin This former member of the **Maquis** was uneasy about serving aboard the **U.S.S. Voyager**. Together with **Seska**, he offered to support **Chakotay** if he decided to lead a mutiny against **Captain Janeway** – a suggestion Chakotay firmly rejected. Later, Jarvin was involved with a woman from the **Quantum Mechanics** department. (*Starship Log: 'Parallax' [VOY]*) **SEE FILES 18, 29, 71**

Jarvis [1] This slender, white-haired gentleman served as prefect of the peaceful planet **Argelius II**, in 2267. He oversaw **Mr. Hengist's** investigation into several murders, including that of his own wife, **Sybo**. (*Starship Log: 'Wolf in the Fold' [TOS]*) **SEE FILE 68**

Jarvis [2] A member of **U.S.S. Voyager's** security detail in 2371. Jarvis also appeared as a hologram in the delusional state experienced by the **Emergency Medical Hologram**, during a malfunction of the ship's **hologrid**. (*Starship Log: 'Projections' [VOY]*) **SEE FILES 29, 71**

Jasad, Gul **Cardassian** warship commander who threatened, in 2369, to retake **Deep Space Nine** as **Terok Nor**, or destroy it. (*Starship Log: 'Emissary' [DS9]*) **SEE FILES 13, 70**

jat'yln **Worf** blames **jat'yln** – a **Klingon** term for spirits of the dead who possess the living – for the violent and mutinous conduct of **Counselor Troi**, **Lt. Commander Data**, and **Chief O'Brien** in 2368. (*Starship Log: 'Power Play' [TNG]*) **SEE FILES 43, 69**

Jatarn, Major **Kira Nerys** believed this **Bajoran** officer would make an excellent successor to her, when she considered resigning her commission as first officer of **Deep Space Nine** in 2372. (*Starship Log: 'Accession' [DS9]*) **SEE FILES 10, 47, 70**

Jath A word in the **Klingon** tongue that literally means "speak." It is used in the context of an order, demanding that someone communicate. (*Starship Log: 'Unification', Part II [TNG]*) **SEE FILES 11, 69**



▶ **Sisko and Eddington came face to face more than once, as did Javert and Valjean.**

Javert A French police inspector who ruthlessly pursued Valjean in the Earth novel 'Les Misérables,' first published in 1862. **Michael Eddington** likened himself to the heroic Valjean, and saw his nemesis, **Captain Sisko**, as the flawed, implacable Javert. (*Starship Log: 'For the Uniform' [DS9]*) **SEE FILES 43, 70**